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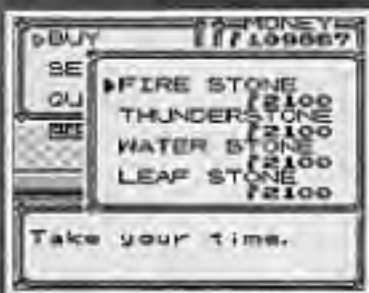
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ED AND HIS TROUBLESOME TONIC HAVE REALLY MADE A MESS OF PLANET EARTH, AND NOW IT'S UP TO YOU TO HELP THE JOLLY JANITOR CLEAN UP THE JOINT. GRAB YOUR COSMIC MOP AND START SCRUBBING ON PAGE 14.

POWER AWARDS!

1998

NINTENDO POWER AWARDS NOMINATIONS

Last year was chock-full of gaming gems. Fill out your Player's Poll card and help choose the best games of the year for the N64 and Game Boy. Not only does your vote count, but it can also win you some great prizes!

PAGE 92

VIGILANTE 8



Car combat is sporting hell-bottoms and sideburns with Vigilante 8, a funky crash-o-rama for the N64 that has all the right moves. Our groovin' review overflows with maps and strategies for surviving this sizzling '70s adventure.

PAGE 34

COMMAND & CONQUER



Fall in line, soldier, and flip to our exclusive preview of Command & Conquer! C&C declares war on tedious, turn-based strategy titles by offering an exciting, real-time war game that lets you lead the charge on the nefarious Brotherhood of Nod.

PAGE 26

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MARCH 1999

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player's pulse

Top o' the mornin' to ya! March brings Saint Patrick's Day and it also brings our annual announcement of the Nintendo Power Award Nominations (see page 92). Which games released in 1998 do you think deserve special recognition? Drop us a line to let us know.

One for the Record Books

I would like to be the first to say "congratulations" to Nintendo for being the first video game company to make it into the Guinness Book of Records with one of the world's smallest cameras! Great going!

Joe Dusenberry
Via the Internet

Thanks, Joel! According to The 1999 Guinness Book of Records, the Game Boy Camera is one of the "Smallest Cameras." The book also recognizes Super Mario Bros. 3 as being "The Best-Selling Video Game" of all time, Rare's Diddy Kong Racing as being "The Most Anticipated Game" and the N64 as being the "Most Powerful Game Console." While the book was published just last fall, it's looking like all three of those records already have been broken.

Say Hello to the Nice Printer

This past Christmas, my sister and I received a Game Boy Camera and Game Boy Printer. Before we had a chance to start printing anything, my sister turned it on, then ran out of the room screaming "It spoke! It spoke!" When I looked down at the printer, I saw that it had printed "Hello!" She keeps saying the printer is possessed. I've tried to

convince her that she just stumbled into a secret code or something. Please help me convince her.

Luke Campbell
Via the Internet

If you hold down the Game Boy Printer's feed button as you switch on the Power Button, the printer will churn out the word "Hello" along with a tiny picture of Mario. All printers will spit out the test-print "Hello," so rest assured your printer is not possessed (that is, unless every Game Boy Printer in the world is inhabited by the polite spirit of a department store greeter).

The Secret Seed We've Planted

I couldn't help but notice that in your January '99 issue, you printed HILFRESHIAN, which I happen to know is the Turok 2-verse's evil chili that enables Juan's code. Thanks to you, that lucky kid Juan won your Turok 2 contest and was able to have his face featured in the game. How lucky!

Aaron Matthews
Via the Internet

You'll also want to thank Iguana Entertainment, the developers of Acclaim's Turok 2 who made our Player's Pull Contest for Volume 95 possible. Juan's code was just one of three

Brian Stuber • Grants Pass, Oregon



code words subscribers could have found hidden somewhere on the cover of the January NP we mailed. To find out the other two code words, as well as their hiding spots, delve into the files of Classified Information beginning on page 30.

Enjoy the Science

I was sitting in my ninth grade earth science class when a relatively funny word came up—zelda. I looked up to see my earth science teacher holding up the Legend of Zelda: Ocarina of Time Player's Guide by Nintendo, asking if anyone in the class knew how to beat the "spinning blade thing" in Hyrule Field. This proves that Zelda is a great game for people of all ages!

John Leighton
Wallingford, CT

Hyrulean Observations

Have you noticed that in The Legend of Zelda: Ocarina of Time the notes and C-Buttons used in Zelda's Lullaby are arranged to form a Triforce? Cool!

Tyson Willes
Via the Internet



Paul Reiss • Canada



Liam McDonald • Wolfville, Nova Scotia

In *The Legend of Zelda: Ocarina of Time*, if you blow up a Gossip Stone, it will start to flash. If you hit it when it is flashing blue, you will change the Gossip Stone's color to blue.

Justin McArdle
Via the Internet

Many of Link's weapons can make the Gossip Stones do entertaining things. By bombing one of the rocks, you will change the color of the stone before it launches like a rocket. The only way to abort the Gossip Stone's space mission is to hit it, and whichever color the stone happens to be when you whack it will be the stone's new color when it stabilizes.

Clockwatchers

On page 135 of your January issue, you mentioned that Nintendo had colored up *Legend of the River King* and *Harvest Moon GB* and planned to release them for Game Boy Color. You said, other than the addition of color, the games had no changes. Not quite correct. *Harvest Moon GB* will add an internal clock, so you'd better be nice to the grannies so they'll take good care of the farm when you turn on your Game Boy Color.

Gunnar Martz
Via the Internet

Thanks for setting us straight. The new internal clock programmed into the Game Boy Color version of *Harvest Moon GB* will allow your crops to keep growing even

when your game is shut off. And even though the game will feature an internal clock, that silly Y2K bug won't wreak havoc with your game. It's those little gnomes you should worry about.

That Darned Cat

While I was playing *The Legend of Zelda: Ocarina of Time*, I noticed that my cat was acting strangely, running up to the TV every now and then. I wondered what would cause my cat to do that. After experimenting a little, I found the answer. Every time I played Lyrna's Song on the ocarina, my cat would run in front of the TV. Just as Link's horse would run to the source of the song, my cat, too, ran to the source of song. Perhaps the powers of the ocarina are not limited to the land of Hyrule.

Clint Rutledge
Hoover, AL

And perhaps your cat has a soft spot for carrots and Lon Lon Milk.

But at Least We Know They're Called S-foils!

Am I the only *Star Wars* geek who saw the mistake on the Rogue Squadron cover of Volume 175? You most likely know that an X-wing can't fire when its wings are closed. So why is it that you're showing an X-wing firing at a TIE fighter while its wings are closed?

Nathan Haworth
Via the Internet

Well, ah...hey, shouldn't you be counting the days until the release of the new *Star Wars* movie or something?

Backseat Driver

For all the auto-racing game developers out there, I would like to give a few tips. For a car racing game to be great, there need to be three things. One is good graphics, another is a wide selection of cars, and finally there should be lots of tracks. A good racing game will probably be something like *GT World Tour*. Looking at its preview in January's subscriber bonus, I think the game will meet all three of those standards. S.C.A.R.S. has also turned out to be a great racing game. Many people don't have the game, but if you are a true racing fan, you should buy it.

Christopher Festa
Via the Internet

The Future's So Bright

The year 1999 will be the year when Nintendo 64 games will truly begin to shine. They're going to have to. Competition is on the horizon, but the N64 will jump well against it. *Perfect Dark* should prove to be a major hit. More recently, *The*

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Ryan Dochane • Grand Rapids, Michigan



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power charts

Star Wars: Rogue Squadron blasts ahead of the pack to

land in the N64 top three, while Pokémon continues to rival Zelda's popularity. Both Zelda and Pokémon hold a top spot in two of our Power Charts.

NINTENDO 64 TOP 20

1 **THE LEGEND OF ZELDA: THE OCARINA OF TIME**




Zelda and GoldenEye won't budge, so Luke Skywalker, Force and all, will have to settle for third place as Star Wars: Rogue Squadron jettisons past Banjo-Kazooie.

RANK	GAME	COMPANY	LAST WEEK	MOVES UP/DOWN
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	3
2	GOLDENEYE 007	NINTENDO	2	27
3	STAR WARS: ROGUE SQUADRON	NINTENDO	7	2
4	BANJO-KAZOOIE	NINTENDO	3	8
5	WCW/NWO REVENGE	THQ	4	4
6	TUROK 2: SEEDS OF EVIL	ACCLAIM	6	4
7	BLITZ	MIDWAY	5	4
8	SUPER MARIO 64	NINTENDO	8	30
9	WWF WAR ZONE	ACCLAIM	9	5
10	MARIO KART 64	NINTENDO	10	27
11	STAR FOX 64	NINTENDO	11	22
12	DIDDY KONG RACING	RARE	18	16
13	MADDEN NFL '99	EA SPORTS	20	2
14	CRUIS'N WORLD	NINTENDO	12	3
15	RUSH 2	MIDWAY	13	2
16	WCW VS NWO: WORLD TOUR	THQ	19	14
17	F-ZERO X	NINTENDO	14	3
18	1080° SNOWBOARDING	NINTENDO	17	10
19	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	—	30
20	YOSHI'S STORY	NINTENDO	—	11

GAME BOY TOP 10

1 **POKéMON**



There are 3 POKéMON here!

Pokémon continues to grow. Pokémon Stadium dominates the Most Wanted Charts, the creatures are donning out a new card game thanks to Wizards of the Coast, and the original Pokémon game hangs in at number 1 as Zelda trails behind it by a mere 76 votes.

RANK	GAME	COMPANY	LAST WEEK	MOVES UP/DOWN
1	POKéMON	NINTENDO	1	4
2	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	2	71
3	JAMES BOND 007	NINTENDO	3	11
4	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	75
5	BLITZ	MIDWAY	8	2
6	TETRIS	NINTENDO	6	76
7	SUPER MARIO LAND	NINTENDO	—	86
8	FINAL FANTASY LEGEND III	SUNSOFT	7	63
9	DONKEY KONG LAND 3	NINTENDO	5	16
10	DONKEY KONG LAND	NINTENDO	9	50

MOST WANTED

1. POKéMON STADIUM (N64)
2. NINTENDO 64 DISK DRIVE
3. THE LEGEND OF ZELDA: OCARINA OF TIME (N64)
4. POKéMON YELLOW (GAME BOY)
5. DONKEY KONG 64 (N64)
6. SUPER MARIO 64 2 (N64)
7. SOUTH PARK (N64)
8. GAME BOY COLOR
9. SUPER MARIO RPG2 (N64)
10. WCW NITRO (N64)



Legend of Zelda: Ocarina of Time has shown the gaming world that the graphic capabilities of the N64 are far beyond what was displayed in the first lineup of games. Turok 2: Seeds of Evil and Star Wars: Rogue Squadron, in conjunction with the N64 Expansion Pak, are showing that the N64 can easily compete with home computer systems. As a Nintendo enthusiast, I am definitely pleased to know that the Nintendo 64 has a lot of life left in it.

Matt Sosnowski
Via the Internet

The Buzz

I have played many games on many systems, but for some reason I love Buck Bumble more than any other game in the world. The different missions and weapons just make me want to play the game. I would like to thank you for not giving it bad ratings.

Ramsey Majzoub
Via the Internet

Don't thank us—we just call you like we see 'em. You should instead thank Ubi Soft for creating one of the buzz-worthier games of the year. Buck Bumble was popular enough with many of us at Nintendo that the game garnered quite a swarm of our annual Nintendo Power Award Nominations (beginning on page 92), so fill out the Player's Poll Card to vote for the game and show your support. In addition to your votes, your opinions on 1998's games are requested, so send us your write-in choices for some of the following extra NP Award categories:

Best New Hero ("Stone Cold" Steve Austin? The Black or White Yashiki?)

Best Villain (Gruntilda? Alex Trebek?)

Announcer Most in Need of a Muzzle (the Twisted Edge Snowboarding guy?)

Best Transportation (Epona?)

Favorite Quote from a Game (anything Cartman says?)

Annoying Quote You Can't Get out of Your Head (1080's "Work Your Body!")

Favorite Level (Nagano's curling competition?)

Most Challenging Level (Zelda's Water Temple?)

Craziest Weapon or Item (Turok 2's Cerebral Bone?)

Favorite Cinema Scene (Zelda's Kakariko Village in flames?)

Best Ending (Banjo-Kazooie?)

Best Cure for Insomnia (Milo's Astro Lanes?)

Best Outfit (Saria's green hair and go-go boots ensemble?)

Give us your picks or send us e-mail or snail mail with any other categories and winners you'd like to suggest!



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April Hunt • Phoenix, Arizona

WRITE AWAY RIGHT AWAY!

Do you have any suggestions for more write-in categories for our NP Awards? The Year's Craziest Enemies. The 1998 Game Most in Need of a Sequel. Best Date. Gulbust Pleasure. Make up your own award and tell us who deserves to win in your custom-made category.

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NINTENDO POWER SOURCE

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In Ubi Soft's strange brew of action, adventure and puzzles, Ed the alien janitor spills a magical tonic onto earth, making villains out of vegetables and Vikings. It's a mess of fun, and we've got the cleaning solution in the can.



Tonic Trouble™

THE FORMULA FOR FUN



Leave it to France, a country where Jerry Lewis is regarded as a comic genius, to export a game as bizarre and twistily funny as the N64 action/adventure hodgepodge, Tonic Trouble. But weird is good, since Tonic, concocted by Ubi Soft France, approaches gaming with such an askew view that it's as diverse, madcap and unpredictable as any game around.

Tonic Boom

When Ed the extraterrestrial janitor spills a can of anti-gravitationalizing goo onto earth, it spells big trouble for the planet, giving vegetables a vengeance and a Viking a desire to rule the world. It also makes Ed an unlikely hero, as he descends upon earth to clean up the frantic tonic mess he's created.



During his cleanup of forts, Ed will earn new items including a potato for poorn chik and the power to become Super Ed.

Strange Ed Fellows

Boasting Ubi Soft's \$60-million, proprietary 3-D integration technology, Tonic Trouble scales its trouble (in into its cast) by equipping the characters with sharp artificial intelligence that enables them to react with a wide range of emotions and behavior.



The sketches above show just a few of the reactions you can elicit from characters by interacting with them.



HOOKED ON TONIC



Edifying Items

Departing from Dr. Noodle's landscape are hundreds of collectibles that come in a handful of varieties. The two main types—bonus spheres and thermometers—appear in every area, but despite their abundance, they're not always easy to nab. If you do collect them all, you can unlock a secret area and extend your health meter.



Each of the game's nine areas contains 20 bonus spheres, and if you collect at least 160 of them, you'll unlock a secret level.



The thermometer regulates Ed's health, and to refill it, you must collect drops of mercury. By collecting 10 thermometers, you can increase your gauge's capacity.

Janitorial Supplies

When Ed begins his mission, he allies himself with Ayz, an XYZ of the Resistance that opposes Gorch the Mellest, a Viking villain of the tonia who's plotting to take over the world. Knowing Ed's no match for Gorch, Ayz reforms the janitor of the doc, an impressioned, eccentric genius whose inventions can help quash the Norse's forces.

Peashooter

Once you've rescued the doc, he'll wander the South Plaza, and if you take him the six hidden items unique to an area, he'll grant you a special item. One such goodie is the peashooter, an improvement to Ed's magic stick.



Collect Six Springs

Bow Tie

It seems strange that an octopus should wear a bow tie, but it will enable Ed to fly. When he's airborne, it can bifurcate into a glider, but only after you've recovered the doc's propellers (you earn the wood bow tie).



Collect Six Propellers

Swimming Flask

Eventually, Ed will be able to swim underwater, but don't hold your breath because you'll have to find the six stones in the Canyon level before the doc will create a diving helmet for you.



Collect Six Jumping Stones

Chameleon Belt

Buckled up in the chameleon belt, Ed can use the cloaking device in conjunction with special floor disks. By stepping on one while wearing the belt, he can take on the appearance of the enemy who's depicted on the disk.



Collect Six Feathers

Pogo Stick

Ed's feet are quick, but they can't walk on lava, stamp open trap doors, or stamp out most enemies. With the help of the doc and six dominoes, Ed will be able to solve those problems by springing into action on a pogo stick.



Collect Six Dominoes

Sticks and Stones



Ed's magic stick is not only good for whacking enemies, it's perfect for activating the spiral-embellished switches.



Boulders conceal some areas stocked with bonus items, but Ed can use his stick to pry the blockade out of his way.

A Better Ed When Fed



If you stumble upon one of the popcorn machines installed throughout the land, pull its lever to feed Ed and temporarily transform him into Super Ed, his talking alter ego.



ED HAS LANDED



A World of Thrills and Spills

Ed's can of tonic has spilled onto a large portion of the plain of... and the map above shows the extent of its damage. In the middle of it all sits the South Plain, a central valley where all the affected regions branch from and where the doc will soon set up shop.



THE SKI SLOPE

Like a good alien, Ed adjusts to earth by beating up over himself. But like the new doc with his is, his rash lands far from his destination. Along the Ski Slope, overlooking where his toxic first splashed down, Ed must figure a way to run to investigate his mess.

Ed's Objectives

1. Slide down the Ski Slope
2. Free the doc from the robotic suitcase
3. Collect six springs in Vegetable HQ
4. Collect six propellers in the North Plain
5. Collect six stones in the Canyon
6. Collect six feathers in Cocktail Glacier
7. Collect six dominoes in the Pyramid
8. Collect six piggies in the Pressure Cooker
9. Defeat the magic mushroom and attack Grögh's tower



Shooting Stars

The stars adorning the ski slope indicate launchpads that will spring Ed into the air. Slide onto one to sail over crevasses or to soar onto the upper ledges where elusive bonuses may lurk.



Fence Me In

Whacked with drops of ts and crevasses, the Ski Slope isn't the safest place for sliding. Wooden fences line the hazardous ledges, so steer clear of any of the barricades.



Try, Try Again

At the end of the run, the slope forks into two paths. If you want to retry your descent to collect more items or turn in a better time, slide down the right path; otherwise, enter the left one.



THE DOCTOR'S CAVE



The Doctor Is In

The doc's inventions will help Ed, but the puzzle popper must rescue the good doctor first. Along the way, Ed will earn his first special ability, balking up into Super Ed by eating popcorn. Now is that nose the sound of a popcorn popper or Dr. Evil Resdenbacher rolling in his grave?



1 Ed Hanging by a Thread

As you work your way up the cavern, you'll reach a ledge that's too narrow to stand on. To navigate it, dangle from the ledge, then inch sideways until there's room to pull yourself up.



2 Fixing the Popper in a Jiffy

Once you've fixed the popper by pushing the cube under the pipe, enter the brown-tiled alcove. The rock is actually an elevator, and if you stand in the middle of it, it will give you a lift.



3 The Infected Ear

Stand in front of a target, then jump up when the ear of popcorn hits a kernel at you. When its projectile hits the bullseye, the kernel will bounce back into the cob. After three hits, it's out.



4 The Toast of the Town

Someone must have switched the toasters' darkness settings to "very evil," because the appliances will fire toast at you. To dodge their attacks, sidestep by walking while pressing the Z Button.



Baggage Claim

By weighing down the stone panel on the floor, you'll raise the cage that imprisons the popcorn machine. Lure the robot suitcase a few steps at a time so it plods onto the panel, then dash for the popcorn to bulk up and beat down the robot.

THE SOUTH PLAIN

When you reveal the robot suit case in the doc's Cave, the bucket of bolts and baggage will leave behind a magic stick. By using it as a lever to open the nearby door, you'll free the doc, who'll lead you back to the South Plain and offer to help you on your mission.



The Doctor's Orders

To reach Grogh, the doc must lift you into the Viking's lap. Grogh has stolen the vital components needed for the launch, and the doc informs you that the first set of parts awaits in the Vegetable HQ.



House of Plain

The South Plain cottage houses the trap door leading to the Pressure Cooker's underground entrance. It's also home to a secret passage concealed by a bookcube and accessed with the magic stick.



Restricted Access

If you complete a level thoroughly, you'll end up with a new ability. Subsequent areas will require you to have those abilities, so collect the items the doc needs or you'll face a dead-end.

VEGETABLE HEADQUARTERS

Whomever says vegetables are good for you should think twice. Not stocked with your garden-variety veggies, Vegetable HQ teams with a produce-section gone bad. Mean treats, killer tumblers, and other former vegan delights guard the mad salad called Headquarters, a hubout where Grogh has hidden the doc's six-prong.



The Pluses and Minuses

After tossing the bean and tomato, enter the tomato's former cell to trip a switch that activates a platform. To propel the platform, stand on the plus sign, and to stop it, step on a minus.



Refried Bean

Chase the bean counter-clockwise until it parks its god in front of the red, spherical blowtorch. By flipping the switch located in the room's six o'clock position, you'll be able to bake the bean.



Carrot Cookout

A trio of carrots can supply more vitamin A than Ed can handle. Rather than battling the roots, lobot them into flaming carrots by slapping the switch at the far end of the room.



Please Pass the Pepper

Free from the red hot chili pepper while running in a circular path. As you dodge its fiery breath, dice the carrots in the room's corners, then enter the room on the right to become Super Ed.



Ed and His Flying Machine

Place the stick into the platform to fire it up, then push the stick in the direction you want to go. If you steer the platform to the left of its original parking spot, you'll reach a new area.



Plain and Not So Simple

When you deliver the six springs to the doc, he'll give you a peashooter. Perfect your aim with Agent Xyz, then arm yourself to enter the North Plain, a series of clifside passages that conceals more parts the doc needs to complete his invention that will help you reach Grog.



Abandon Ship

Leap onto the ship that will transport you across the abyss. When your ride sails beneath the floating platforms, jump ship, hop across the islands, then reboard as the boat swims past the isles.



Walking on Coals

No one should desire having feet of flames (and literally, as well as in reference to that "Lord of the Dance" guy's home video), so ride the platform over the lava and sidestep the fire.



Stay on Target

As you ride the platform toward the target, you won't need to wait for it to stop in order to take your shot. If you fire away as you approach your mark, you'll have more time to land a hit.



Aim High

When you reach the towering, wooden door, activate your crosshairs, then aim at the top of the door, where you'll spy the target that will open the trap door at the door step.

Nothing's Shocking



To avoid the electrified henchman's shocking bolts, station yourself on one of the steps in the corners of the checkerboard room. On higher ground, you'll have an easier time dodging his attacks and retaliating with your peashooter.



Flights of Fancy

Caught up with the low fies, Ed can take flight in the Canyon. The waterfall near the doc's machine conceals the Canyon entrance, and by entering the passage beneath the nearby cottage, you'll be able to reach the balcony of the house, which doubles as the perfect launching pad.



An Uplifting Experience

The purplish cyclones are updrafts that can help you catch more air. Since you lose altitude whenever you land, try to make your charges in direction when you reach a gust.



The Writing on the Wall

Navigating the twisting corridors of the canyon can be confusing for any pilot, but you'll have some guidance. The arrows that appear on the walls will point you in the right direction.



Ed Hits the Fan

Flying through the electric fans can be a breeze as long as you fly high through them. If you fly low and are hit by a blade, you'll have little time to recover before plummeting into the lava.



Call Him the "Ed Baron"

Groch's muscle-bound henchmen stationed on the ledges will attempt to shoot you down. When you take flight, you'll automatically arm your peashooter, so fire away as you command the skies.



Requesting Clearance

Large iron doors barricade sections of the canyon, and nothing says "knock, knock" like a polting from your peashooter. Blast the targets that adorn the doors to open them.



Thirsting for Action

Things go from hot to cold when Ed leaves the volcanic Canyon for the arctic wonderland of Cocktail Glacier, a hilariously blend of puzzles with just the right zing of action. But if your cup runneth over with too much trouble, you won't have the option to say "when!"



Swan Lake It's Not

If the sight of Grig's henchmen decked out as ballerinas in tutus isn't painful enough, a guard will hurl boulders at you. As Super Ed, volley the rocks into dancers to cut short their careers.



Tread Lightly

Sheets of ice coat the Glacier Cocktail's floating platforms, so walk on them slowly to avoid slipping and falling. The last things Ed needs are bruises—he's purple enough as it is.



Batting Practice

From atop his perch, one of Grig's henchmen will pitch projectiles at you. Your magic stick, which doubles as a pogo stick and peasliooter, will also make an effective baseball bat.



Chill before Serving

Freeze, thaw and refreeze the water until you can raise the water level to the chamber's upper reaches. As the level rises, so too will the block of ice, which you'll be able to use as airstep.



Citrus Sprockets

Not only do the fruit slices add tangy flavor to the water, they will act as gears. If you raise the water level in the adjacent room, the missing cog will float into place to complete the mechanism.

THE PYRAMID



Walk Like an Ed-gyptian

Puzzling enough to rival the riddle of the Sphinx, the Pyramid is the intellectual level in which Ed must uncover code sequences to reach point B. He'll also have to rearrange parts of rooms to exit, as in the cat room, where standing on the X could uncover an escape hatch.



2 Faces of Stone

After you escape the clear draw with the floor spikes, stand on the X on the floor to spin the four faces on the wall. If you can hit them at the correct sequence, you'll unlock the exit.



4 Room to Move

As Super Ed, slip the small spirals to rearrange the walls so they form a line extending from the front to the back of the room. When you hit the giant spiral, the room will tilt and the walls will form a bridge.



1 The Prying Game

The giant statue blocks the spiral-branded wall switch that opens the door. To reach the panel, pry the boulder to shove the statue aside, then swat at the switch with your stick.



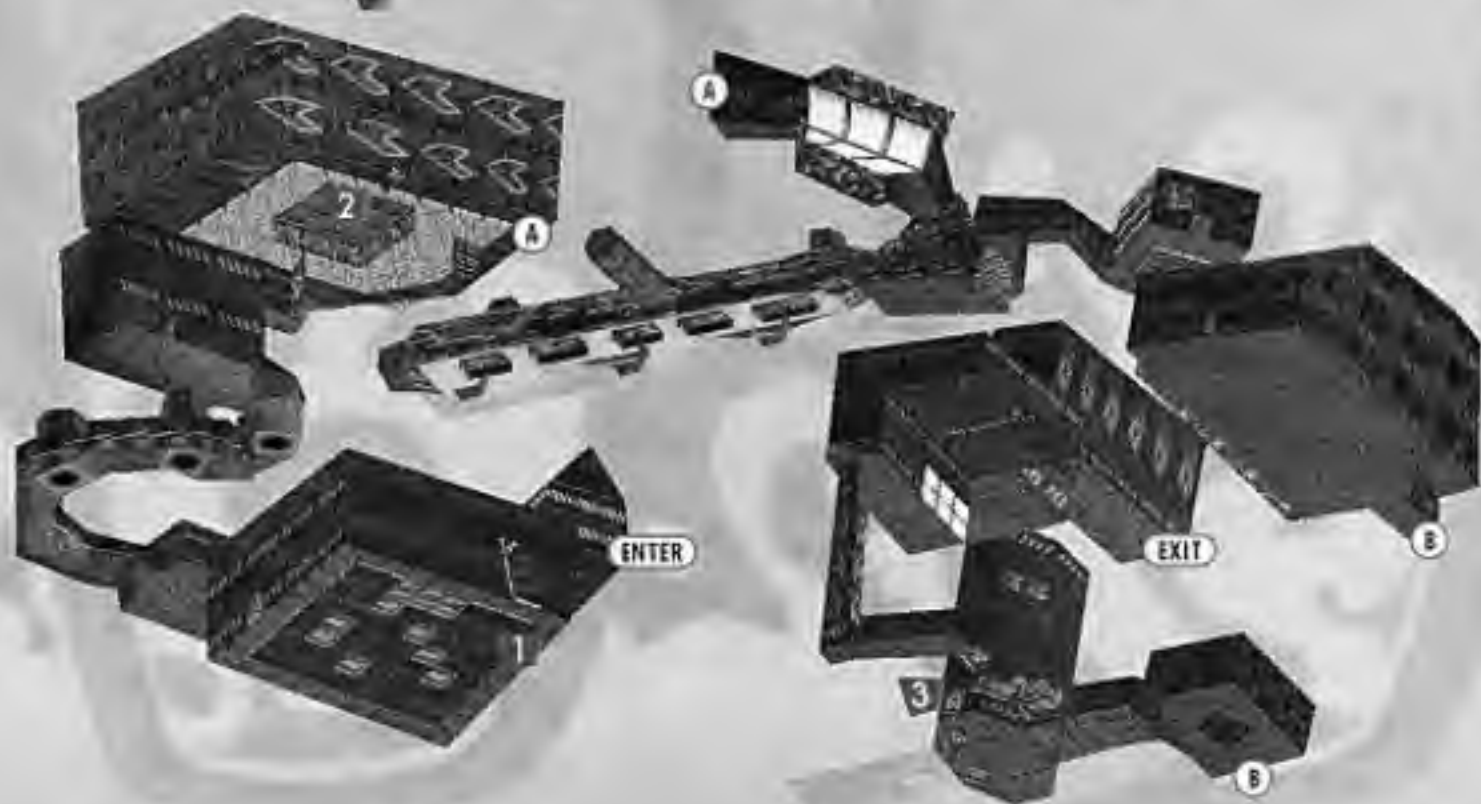
3 The Five Targets

Hit the switch, then memorize the targets' spring order. Toggle the wall pillars, go upstairs, then pogo onto the hatch to reveal the warp leading to where the target sequence comes into play.

"Insert Mummy Pun Here"



Ancient grandmummies will awaken to send you to a tomb of your own. Their wheelchairs are rickety, so you can outmaneuver them by running in a circular path. You can wrap up the mummy battle by loading off the grannies with your stick.



If You Can't Stand the Heat...

Inside the South Plain cottage next to the doc's machine is a trap door. By using your prop stick to control it, you'll be able to drop into the underground passage leading to the Pressure Cooker, an oven boiling over with people and this is for Ed to finish using his chamber of horrors.



2 Monstrous Magnet

In this box-moving area, you'll put your stick into the slot to control the magnet on the wall. Position it over a box, attract it, then drop it onto one of the steaming vents to the right.



1 Kickboxing

To exit the room, you must weigh down the prize switches with boxes. The catch is that when you slide the boxes they will coast until they hit a blockade or the edge of the floor.



3 Oil's Well that Ends Well

When the guard threatens to boil you, he'll take a light to head for higher ground. Follow his lead by immediately spilling the steaming, mackerel-based steps before the flooding of incinerates you.



ED'S NEXT MOVE

The mushroom will evade Ed when he reaches the Pressure Cooker's exit, indicating that the fight is hardly over. With all of the doc's machine pieces reassembled, Ed will be able to meet up with Coach, the mushroom, Lobo, Jay, and other trouble. But that's a whole 'nother can of worms—or tonic.



What do you get when you cross a dog, a dog and a dinosaur? An animal that likes to bury its own calcium-rich fossils! Okay, they can't all be winners, but better laughs will be in store in Ed's remaining oddball Tonic Trouble adventures as he treads the Dino-cow and Franny goes head-to-head against Grinch the Hellish.

GAME BOY COLOR

HEXCITE

THE SHAPES OF VICTORY



THE HEXCITING
PIECE-PLACING
STRATEGY GAME



GET IN SHAPE

OK,

pencil neck, we know you can twitch your scrawny little fingers. Now get pumped up for some real heavy lifting, skinny boy. Muscle up your mind for a new

THE PRIZES

GRAND PRIZE

An Apple iMac in your choice of color, a Game Boy® Color and Ubi Soft's exciting new strategy game, Hexcite



5 Second Prizes

A Game Boy® Color with Hexcite



25 Third Prizes

Hexcite for Game Boy® Color



THE CHALLENGE

Match the shapes below with their names. Then fill in the entry blank with the corresponding letters. Your brawny brain could be the difference between winning and losing.

1.



a. Hexagon

2.



b. Triangle

3.



c. Parallelogram

ENTER
AND
WIN

WITH HEXCITE.



strategy game for Game Boy® Color. Take the Hexcite Challenge, match the shapes below and you could win an iMac!

ENTER NOW

ALL ENTRIES MUST BE RECEIVED BY APRIL 30, 1999

Ubi Soft
ENTERTAINMENT

GET IN SHAPE WITH

HEXCITE
THE SHAPES OF VICTORY

MATCH the shape with the right letter.

1.



2.



3.



MAIL TO: GET IN SHAPE/Ubi Soft, 625 Third Street, Third Floor, San Francisco, CA 94107

(Please Print)

Name: _____ Age: _____

Address: _____ Apt. #: _____

City: _____ State _____ Zip _____

To enter, mail the completed entry form to a designated sales position, accepting promotional materials and prizes on their behalf to UBI SOFT CORPORATION, 625 Third Street, San Francisco, CA 94107. This contest is conducted by Ubi Soft, Inc. under Nintendo's America's Best Game Company logo with their sponsorship, awards in game competition are in any way affiliated with this promotion. Nintendo of America is not responsible for mail delivery delays. No purchase is required of any entry. © 1999 Ubi Soft Entertainment. All rights reserved. Knowledge of shapes is required. Ubi Soft Entertainment and its agents assume no responsibility for loss of prizes, late, missing, incomplete, postage or un-postmarked entries, and where prohibited by law, all prizes, gifts and cash regularly. Winner will be selected from entries with the correct answer by randomizing conducted Mar. 15, 1999.

COMMAND & CONQUER™

Nintendo and Westwood Studios are poised to invade traditional PC territory this summer with the deployment of a 3-D version of **Command & Conquer** for the N64. Warfare will never be the same.



THE FOG OF WAR LIFTS

Throughout history, military commanders have had to deal with the fog of war, which can be defined as the myriad factors that serve to conceal the movements of the enemy. On every field of battle, opposing commanders mass their troops and reinforcements, move supplies and plan strategies. In **Command & Conquer**, players command all of these aspects of waging war, from the minutiae of the leader of a two-man platoon, all the way to the national Global Defense

Initiative (GDI) or the fanatical Brotherhood of Nod. The N64 version of Westwood's award-winning PC game re-creates the classic battles of C&C in 3-D, and with an interface that has been updated and reengineered—and without so-called secrets. As a Nintendo Power reader, you are a welcome 3-D flyover of this new game to get you in the N64. In the following pages, you'll get a look at the features that distinguished the development of **Command & Conquer**.



The fog of war is portrayed as a black cloud in C&C. As your troops move into an area, the fog will lift, and new territory will be revealed. The trick is to be prepared for whatever you find there.





A LONG AND GLORIOUS HISTORY

Command & Conquer first appeared as a computer game back in 1985, and soon spawned a huge family of cousins. War strategy games had always been popular with computer gamers, but most of those games seemed to remove the games from the action on the battlefield. And while command & con-

quer gamers in control of individual units such as a tank, they included little or no overall campaign strategy. Virtually all war games ignored the importance of supplies and resources. Command & Conquer combined all of these ideas in an interface that featured cutting-edge graphics and sound. War gamers were hooked, and soon real-time strategy or resource management games became the hottest genre of games in the computer gaming industry. That trend has lasted to this day with best-selling titles such as Starcraft, which is also in development as an N64 game.

Realistic landscapes include roads and bridges. You can also move units across country and use the terrain to the benefit of your attack plan.



RESOURCE MANAGEMENT

THE ARSENAL OF AUTOCRACY

Command & Conquer isn't just about fighting battles. It's also about preparing for battles. The economy of C&C, which is set in the near future, is based on the mining and refining of Tiberium. The money you earn from Tiberium will fuel

your war machine. Unlike most war strategy games, C&C doesn't limit commanders to the units they have at the start of the mission. A big part of the strategy is building the units and facilities best-suited for winning a particular scenario. The factories that you build and place on the map will chum out tanks, helicopters and planes. Your barracks will allow you to produce infantry and specialist units. As the game progresses, other facilities will become available, such as guard towers, communications centers, missile sites and more. And power plants will generate the energy to keep all of these cogs in

Some of the facilities are available to just one side or the other. The guard tower is available only to the GDI.

your war machine turning smoothly. The management of your resources becomes a balancing act, as well. How much do you spend on infrastructure and how much on combat units? Which combat units will do you the most good? How far do you go, and how fast do you move?



You'll begin building your base of operations with the MCV, or Mobile Construction Vehicle. In time, you can construct buildings and combat units of all types for your war effort.



REAL-TIME STRATEGY

TIMES AWASTIN'

The second thing you have to know about C&C is that it's fast. In real-time strategy games, something is happening all the time, and you may not always have the luxury to kick back and consider all the options. While you fiddle, enemy troops



You may not always notice when enemy units begin their attack, but you'll be able to hear the firefight once it breaks out. Quick C Button options will take you immediately to one of four pre-designated teams.

may burn your camp to the ground. At the heart of the action is the control of combat units. Managing all your infantry and vehicles is largely a matter of selecting the units with the on-screen cursor and giving them commands such as where to go, where to set up a patrol or where to attack. The N64 controller turns out to be an ideal tool for this environment, because unlike a computer's mouse, it has many buttons that you can use for instant commands. Players can select one unit or drag a box around a group of units and command them all at one time. While those units are carrying out their orders, you can turn your attention to building new units or even selling off old units for extra cash. Then when fighting breaks out, you'll move back to the frontline and command your troops in the actual battle. The real-time element is most dramatic during



Dragging a box around a group of units allows players to command them all at one time. After selecting them, you can send troops to a new location or have them attack the enemy.

skirmishes and battles. You'll have to act quickly so that your troops know which targets to attack. If you don't, you'll end up watching helplessly as the individual health bars on your units start dropping.



NEW CONQUESTS

In the turbulent years of the new millennium, the old order of nations has crumbled and in its place is a wasteland bereft of two new superpowers. The great nations of the west have banded together to form the Global Defense Initiative. The GDI is based on concepts of democracy and freedom and from the ashes of the old totalitarian regimes of the east has arisen the fanatical Brotherhood of Nod led by a charismatic leader named Kane. As the search for the prized Tiberium continues, the two sides are drawn at each other's throats.

Each army has a number of different units

available to its enemies. For instance, the GDI can produce grenade infantry. These



troops can easily destroy units beyond walls. Most players also find the tank handy, a tank that produces the infantry for the Brotherhood. Since you've chosen your army, the game begins with simple missions such as securing a beachhead. You'll learn about your objectives and objectives depend on the mission. Learning from the war starts. Doing or after successfully completing a mission, you have the option of saving your progress and begin a tutorial mission. After moving on to the next task, C&C contains approximately 50 missions and multiple paths that extend replay value.

At different points in the game, you have the opportunity to choose the next territory where you'll fight.

COMBAT UNIT

Combat units include infantry, tanks, planes, missiles and other vehicles.

LIGHT TANK



NOD BUGGY



ORCA AIRCRAFT



SAM SITE



NINTENDO TAKES COMMAND

The N64 version of *Command & Conquer* recreates the original game from Westwood Studios, but there are significant changes in several areas. The maps may be the same, but the graphics are all 3-D and much sharper, especially in the Expansion Pak high-res mode. Although state-of-the-art in '95, C&C's 2-D, overhead graphics would seem fairly simple today. You'll also hear some of the best voice usage on the N64 and excellent sound effects.

Control of the action is much faster and easier using the N64 Controller. Cursor motion is controlled with the Control Stick while the buttons bring up the sidebar, switch cursors or perform other special actions such as rebuilding units with the touch of one button. The one feature that the N64 C&C won't have is multiplayer gaming over the internet. That's war for you. On the other hand, we hear that there will be a number of hidden surprises in the N64 version.



THE TIDE OF WAR

With the arrival of *Command & Conquer* for summer, Nintendo will introduce a new experience to N64 gamers. C&C is reimagined—strategically challenging and big on all its action-packed for play-

ers who have already experienced C&C on a computer, the N64 game will cover familiar territory with an updated look. For players who have never played C&C, expect an eye-opening experience. Strategy games don't have to be tedious, turn-based monodriver monsters. They can be fast, furious and fun. *Command & Conquer* is out of that.

This vast army is ready to move out at the commander's order. You can move your forces in any size group and controlling each group individually.



CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #

The January Code Cover-Up
If you're a subscriber, your January 1999 issue of Nintendo Power contains one of three code words hidden on the cover. You're out of luck if you bought your mag at the newsstand, but if you received it in the mail, search your cover in spots A, B or C to find your code.



A. Star Wars: Rogue Squadron

By entering MAESTRO on the Passcode screen, you'll be able to tune in to the various theme songs in the Showroom's Concert Hall.



B. Turok 2: Seeds of Evil

As winner of one of our contests, Juan Gaspar scored a trip to Iguaçu Entertainment where the programmers created the HEEERESJUAN code that places his face on the Life Force Tokens.



C. NFL Quarterback Club '99

Normally, a "bomb" doesn't refer to explosives in football. That is, unless you've entered PPCRNTRNS to activate Land Mine Mode.

STAR WARS ROGUE SQUADRON

The Force Is with You

In addition to the MAESTRO code we hid on select subscriber covers for NP Volume 116, Rogue Squadron features a good AT-AT load of codes. All codes will reset when you shut off your game, with the exception of MAESTRO and DIRECTOR, which will remain permanently activated, and TOUGHGUY, which will reset when you erase your existing game files.

Passcode

ACE
CHICKEN
CREDITS
DIRECTOR
FARMBOY

HARDROCK

IGIVEUP
RADAR

TIEDUP

TOUGHGUY

Description

Increases Difficulty
Activates AT-ST Game
Rolls Credits
Opens "At the Movies"
Unlocks the Millennium Falcon
Changes Luke's Face on the Title Screen
Grants Unlimited Lives
Makes Radar Blips above You Brighter
Unlocks the TIE interceptor
Grants all Imperial Technology



Enter TIEDUP after FARMBOY, then push Up when the Falcon is on screen in the hangar.



After entering HARDROCK, open a file then return to the Title Screen to view the makeover.

IGGY'S reckin' balls

Rolling Out One More Code

Volume 115 unveiled a gob codes for Acclaim's Iggy's Reckin' Balls, but it wasn't the whole ball of wax. This month we roll out one more code that will shrink Iggy and the other Reckin' Balls into pea-sized racers. To shrink them, enter MICROBALLS as your cheat word.



For a bigger challenge, play it small by shrinking into MICROBALLS' minimarbles.



Dry clean only! Dry clean only! Aargh! Now the Reckin' Balls are two sizes too small!

MIB MEN IN BLACK THE SERIES

Using the Level Skip Cheat

Last month we revealed 2409 as the magic number that unlocks the Level Skip function. But like an alien disintegrator ray, it's not much help unless you know how to use it. When you enter 2409 as your Access Code, "Error" will appear, but don't be fooled. From that point on, you'll be able to pause your game and then hit Select to beam yourself to the next level. Or, you could always punch in the following Access Codes to warp to the level of your choice.

Area	Access Code
Level 2	2710
Level 3	1807
Level 4	0309
Level 5	2705
Level 6	3107

NFL QUARTERBACK CLUB 99

A Hundred Yards of Codes

The PPCRNTRNS Land Mine Mode code was just the tip of the iceberg. More NFL QB '99 codes have been waiting on the sidelines for you to use on the game's Enter Cheat Screen. Once you've selected the screen, press the A Button to begin entering your code word. Move the Control Stick Up or Down to scroll through the alphabet, then push the Control Stick to the Right to enter the next letter.

Code	Description
BCHLL	Overinflated Ball
BGMNY	Big Coin Toss
BTRFNGRS	Always Fumble
DBLDWNS	Eight Downs
FLBBR	Flubber Football
FRSTGMP	Slow Motion Game
HSNFR	Smoking Football
PNBLL	Ricocheting Players
PWRKCKR	Power Kicker
PWRPYLNS	Giant Pylons
RCQTBLL	Racquetball Mode
RGBY	Rugby Mode
SCLLYMLDR	Alien Stadium
SLPNSLD	Slip and Slide Mode
STCKYBLL	No Fumbles
TRBMN	Unlimited Turbo
TTHPCK	Skinny Players
XTRTMS	Extra Teams
XTRVLTG	Electric Football Mode



XTRTMS will unlock the Cleveland Browns, plus past Super Bowl teams, but they can compete only in Exhibition and Quick Play Modes.



They obviously don't eat the stadium dogs! For teams that would make Ally McBeal look porky, slim your players with the TTHPCK code.

TOP GEAR *Overdrive*

Top Secret Overdrive

To tink with Top Gear Overdrive, enter the game's Main Menu Screen. You'll activate the codes if you highlight the various options and select them with the Z Button in the proper order. Number the options starting at the top, then highlight and select them in the following order to begin a race in Season Four: 2, 1, 1, 4, 3, 3, 1. Or try this for Season Five: 3, 1, 4, 2, 2, 3, 1, 2, 4, 1.



The code numbers refer to the Main Menu's options if you number them 1 through 4 moving from top to bottom.



If you select the options in the proper sequence, a happy face will appear and a revving engine will sound.



To take any of Top Gear Overdrive's normal cars for a spin, use 4, 1, 1, 2 as your sequence.



The game hides a bevy of bonus cars under its hood, including the hot-rod hot dog accessed by 4, 2, 3, 1, 2, 2.



Though we love driving our Wienermobiles, we'll settle for the Nintendo Power car we get with 1, 4, 2, 3, 2, 1, 3, 4.



Get "N" and head out with this trendy vehicle by punching in 2, 2, 1, 4, 1, 2, 1, 4, 3, 2, 3.

NHL 99

Adding Speed and Subtracting Goalies

Sure, the FAST code from Volume 116 sped up the action on the ice, but if you want to put more ants in your hockey players' pants, punch in FASTER as your Password on the Options Screen. And if those goalies keep getting in the way, eject them from the game by using PULLED as your Password.



With action this fast melting the ice, the Zamboni will have its work cut out for itself.



Goalies? We don't need no stinkin' goalies! PULLED will get them out of the way.

SOUTH PARK

Even Henny Could Survive with These...

For code action as big as Cartman, drop those Cheesy Poofs and head to South Park's Enter Cheat Screen. You can unlock every character in Multiplayer Mode by typing in OMGTCKYB. If you enter THEEARTHMOVED, you'll be able to select any level in Story Mode. But you could always save yourself the trouble by entering BOBBYBIRD, the master code that unlocks all of the game's secret cheats.



Salisbury steak day comes early! Play as Chef or anyone else with OMGTCKYB.



Tired of fighting turkeys? Jump ahead in Story Mode with THEEARTHMOVED.

CLASSIFIED INFORMATION



Extreme Extras

The first Extreme-G came fully loaded with codes, and the sequel is equally souped up. On the Select Bike Screen, hit the R Button, visit the Enter Name Screen, then enter any of the following codes as your Player Name.

Code	Description
2064	Plane Mode
FLICK	Blurry Graphics
LINEAR	Wire Frame Mode
MISPLACE	Always Qualify
MISTAKE	Unlimited Weapons
NITROID	Unlimited Nitros
NOPANEL	Screen Display Off
SPIRAL	Rotating Tracks
SPYEYE	Overhead Camera
XCHARGE	Unltd. Shields & Lasers

A Handful of Help

Fistfuls of danger lurk in every level of Hasbro Interactive's game, and unless you want Glover to be turned into Hamburger Helper, let your fingers do the walking to the Level Select Cheat. While playing a game, hit the Start Button to pause the action, then tap the following C Buttons: top, top, top, left, left, right, left and right. If you've entered the correct sequence "Level Select On!" will appear on screen.

Step 1

Pause your game, then press the C Buttons in the following sequence: top, top, top, left, left, right, left then right.



Step 2

After entering the sequence, quit your game. When you return to the Main Menu Screen, push Up on the Control Stick, then press the A Button.



Step 3

By pushing Up on the Control Stick and tapping the A Button, you'll access the Select Level Menu. Using the Control Stick, you can scroll through every level of the game on the handy new menu.



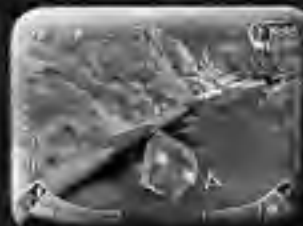
Trade your bike for a plane with the 2064 code.



What is this—Night Driver or LINEAR's bare-bones graphics?



For a bird's-eye view of the race, type in SPYEYE.



XCHARGE will give you unlimited lasers as well as shields.

If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address to the right or send e-mail to noapulse@nintendo.com. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

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VIGILANTE 8

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BOOGIE ON DOWN WITH VIGILANTE 8! ACTIVISION'S DYN-O-MITE DESTRUCTION DERBY DELIVERS STUNNING GRAPHICS—ESPECIALLY WITH THE EXPANSION PAK—AND FAB GAMEPLAY. BUCKLE UP AND GET READY FOR A SASSY, '70S-FLAVORED AUTO ARMAGEDDON THAT'S MORE FUN THAN A BARREL OF SEAMONKEYS!

Vigilante 8 is a wild disco-opera of cars, bullets, and justice in an alternate Southwest, where oil is scarcer than straight-legged pants, and it stars the funniest cast of characters you'll find the N64. Promising better car chases than

The French Connection, Vigilante 8 represents the new high-water mark in vehicular combat. Step into the ride of your choice and take a rumpshovele' through a high-speed, high-stakes world where "grease" is definitely the word.



THE VIGILANTES

With no Smokey in town to bust the bandits, the Vigilantes decide to take the law into their own hands. They must stop the Coyotes, who are bent on stomping out oil production, before they send the U.S. into financial ruin.

CHASSEY BLUE



Chassey is a secret agent from G.I. assigned to fight the Coyotes. Her winded Gialbeck was once launched a piece of a grid of burn-bustable, anti-pre-stalling flares at her feet.



SLICK CLYDE



Playboy Clyde was created in the Vigilantes when Convoy noticed the power of his no-the-Wild-Exotics-Bud-car-must-down-the-thunder when the going gets tough.



JOHN TORQUE



JT was a grown member who believed in the Vigilante cause enough to put down his cards and use his Bass Munkie speakers to shake the earth under the Coyotes' wheels.



SHEILA



Sheila, Convoy's niece, is excited to get in and follows her uncle into the high-octane zone. Her 24mm Tankrum Gun tracks Coyotes and blows weapons off their cars.



CLASSIFIED

When you complete the four Vigilante quests, you'll be able to spin with Dave and Convoy, two roughriders who plan to teach the Coyotes to respect their "authori-tay!"

DAVE



A close encounter with spacey Dave means certain death for a slow-moving Coyote. Dave's fat but fly-ins-on-a-lake-deck-and-a-few-flying-saucers-to-overcome-the-enemy.



CONVOY



Convoy, leader of the Coyotes, is determined to keep on truckin' until the last Coyote swells the burning rubber of his Steel Boiler attack, pulling the fire filled with dynamite.



THE COYOTES

The Coyotes are driven by a \$100 million bounty, to be paid upon the complete destruction of America's remaining oil resources. These mercenaries ran roughshod across the Southwest until the arrival of the Vigilantes. Now it's war!



LOKI



Being being classified as a hero, Loki was a top-secret military test pilot. Now that he's been grounded, he's happily a Scatter Missile to terrorize the Southwest.



HOUSTON 3



This beautiful driver is a woman to be left humming and hollering, but she's all trouble. Her Super Fast and Furious Bay cuts through vehicles and tears off their hoodlums.



BOOGIE



The biggest Bee-Deee in America, Boogie is a happy-go-lucky Guy Who Flys. He has his reliable disintegrator truck, the real deal, long and straight.



BEEZ WAX



Strap on your Beez Wax turned against the government of the nuclear industry, and he's got bees. He has trained his "pets" to turn a Gimmie Swammy into a quick draw.



CLASSIFIED

After the four Coyotes finish busting up the Southwest, you'll be able to access Sid Burn and his henchman, Molo, for a little fun under the Arizona sun.



MOLO



Jayville means Molo's a grifter from the Big Apple. He's got a bus with a gas tank that's full of gas, taking the gassy breaks with him.



SID BURN



Sid Burn is the gangster who put the info on his boss in here. His Big Red Eye will unleash a Molo attack that will definitely take you down. Double, too hot!





QUEST

Every trucker has a story. While Vigilante 8's multiplayer modes provide the most fun, single players can enjoy the exciting Quest Mode, where you act out each character's savage exploits during these tumultuous times.

VIGILANTES The Vigilante quests always involve protecting a landmark from the pillaging Coyotes. Usually, it is best to stay near the landmark and let the Coyotes come to you.

COYOTES The Coyotes are out to rob and mob, and they aren't about to let a few squares like the Vigilantes get in their way. They'll always be looking to destroy a landmark.

CASINO CITY

The electric hue of neon lights and the sound of one-armed bandits paying off make the perfect backdrop for a little mobile mayhem. The alleys offer plenty of hiding places, but if you crave action, then the streets are the place for you.

PROTECT GAS STATIONS

PROTECT GALAXY HUB HOTEL

PROTECT WEDDING CHAPEL

Special weapons and vehicle modifications are showcased in the Hotel goals. The winner will smash your car so their wheelbroods can you roll.



Drive to the bank of the bling and take a nice swirl the city. Stop on the gas wide over the building. Get you out of this bling and go to the power-ups.



DESTROY GAS STATIONS

DESTROY GALAXY HUB HOTEL

DESTROY WEDDING CHAPEL

If you smash up the garage door behind the main Galaxy Hub Hotel, you will spawn a ramp that will take you to top of the buildings.



The alleys between buildings are power-ups and shields. Be careful not to sandwich yourself between two enemy vehicles.



SKI LODGE

Colorado's Busted Hump Ski Resort was renowned for its beautiful slopes and serene snowfall. Since the Coyotes made the scene, they've turned this wintry wonderland into a bedlam. Can the Vigilantes restore order, or is this paradise lost?

PROTECT LIFT STATIONS

PROTECT SKI LODGE

PROTECT CONDOMINIUMS

If the enemy is charging up on you and you're low on health, race to the top of the slope and use the Blaster Barrier to keep them at bay.



Plant Land Mines around the Coyotes' target. They will defend the target while you pick off enemies from all angles.



DESTROY LIFT STATIONS

DESTROY SKI LODGE

DESTROY CONDOMINIUMS

There's weapons in their wood. Take to the trees and stock up on power-ups while targeting the Vigilantes and the target.



Take a ride on the ski lift in the loop to you quickly between the top and bottom of the slope, and into you pick up power-ups on the way.



CANYONLANDS

Utah's Canyonlands were once home to the peaceful Anasazi. Now, they're home to brutal showdowns between good and evil. The multi-tiered landscape will force you to rethink your strategies now that the enemy can be either above or below you.

PROTECT ANASAZI RUINS

PROTECT ZUNI VISTA HOTEL

PROTECT GAS STATION

As you hit the bridge, you can drop down before the coyotes do. They start hitting the ramping down. Can you do it?



The canyon looks like the best place to chase a nearby dragonfly. The game speed allows you to finish your off before they can leave.



Shoot the precariously placed looking rocks. They roll into the valley. If your timing is right, you can squash an enemy car.



Beware of Coyote Moia or Vigilante Sheila, the two bosses for this area depending on whose quest you undertake.

DESTROY ANASAZI RUINS

DESTROY ZUNI VISTA HOTEL

DESTROY GAS STATION



The jawed ruins along the top bend of the Canyonlands are well-stocked with power-ups. Be sure to pick them up before enemy cars beat you to them.



If you have missiles to the Bruiser Coyote, instead of a fly report to the tank. You can head down into the canyon and deliver plenty of hurt from above.



The warp in the center of town will let you up the drops you can on the other side of the canyon. What's the point? Well, you will be treated to some extra power-ups.

HOOVER DAM

There's enough energy coursing through Hoover Dam to light up a hundred Studio 54s, and the Coyotes will stop at nothing to cause a southwestern blackout. Are you going to sit there like a Pet Rock or take action?

PROTECT POWER STATION

PROTECT VISITOR CENTER

PROTECT TRANSFORMERS

To get your car off the dam, you need to reach the power line. It's a long drive.



If you're all power, you can take the area at the bottom of the dam. It's the best place for a power-up. You'll see it.



You will have to face-off against John Torque or Boogie to finish the quest.

DESTROY POWER STATION

DESTROY VISITOR CENTER

DESTROY TRANSFORMERS



Several power-up areas are on the top of the dam. It's a long drive over the water. But if you hit it, you'll be transported back to the center of the dam.



The top of the visitor center and the transformer power-up areas are the best places to sit and beat your enemies from above.



AIRCRAFT GRAVEYARD

The Aircraft Graveyard is host to the ghosts of vehicles past. And if the Coyotes have their way, your spirit will soon join them.

PROTECT HANGARS

PROTECT HELICOPTERS

PROTECT RADIO TOWERS

There is an area behind the graveyard that is littered with power-ups. As soon as you reach it, though, the enemy will follow.

Stay off the runways whenever possible. Planes will take off sporadically, and they won't be hard to knock out.

The helicopters don't take many hits to disable, so never stray from them until you've wrecked a couple enemy cars.



Slick Clyde and Houston 3 will groove on over as soon as you've completed your quest.

DESTROY HANGARS

DESTROY HELICOPTERS

DESTROY RADIO TOWERS



Blow open the larger roof's and collect the power-ups waiting inside.



Keep the wings of this cowardly plane to reach power-up locations floating in the sky.



The first enemy will often try to crash-land on the runways, but keep a sharp eye out for planes.

GHOST TOWN

Whether it's with six-shooters or rocket launchers, Main Street is always the best place for a showdown. Besides, the resident specters could use a little action. Be on the lookout for a rundown locomotive that circles the haunted town. It carries a bevy of power-ups.

PROTECT INDIAN VILLAGE

PROTECT BANK

PROTECT TRAIN STATION

The locomotive carries lots of power-ups. If you blast it, some of the crates will fall off and you can pick them up.

The windmills will go through the canyon and force your car up in the air. Gaur-Lon's car will be damaged if you get caught in the fire force.



Dave will beam on down, and Laki will crash-land as soon as you mop up the town.

DESTROY INDIAN VILLAGE

DESTROY BANK

DESTROY TRAIN STATION



The locomotive will occasionally drop items so check the train tracks frequently for desirable power-ups.



The train may be insular, but if you push the buildings full of loot you won't be out of action items.

OIL FIELDS

New Mexico, home of the famous Roswell Crash of 1947, is also one of the biggest oil-producing states in the Union. If the Coyotes manage to wipe out the rigs and tanks, the Vigilantes' cause will be all but lost.

PROTECT CRUDE OIL TANKS

PROTECT OIL PUMPS

PROTECT OIL RIGS

How the roads and pathways are plentiful in the oil tank area. If your objective is to protect the tanks, you'll need to collect the power-ups before the Coyotes attack.

If your enemy goes online while you're inside your vehicle, you'll feel the heat. Drive in the circles if you want the green light.

Most of the level is combustible, so change your tactics carefully if you're next to an explosive structure. When it goes, you will take damage.



You must conquer either Convoy or Sid Burn if you want to escape the fields triumphantly.

DESTROY CRUDE OIL TANKS

DESTROY OIL PUMPS

DESTROY OIL RIGS



Firing a rocket shot into the spherical tanks will break them into the valley. A rolling tank will heavily damage available units on site.



Find an opening between your blazing guns and the enemy as a defensive strategy to finish off an opponent's car. Shooting through tanks off the water temporarily.



You will find a deadly center of the central tanks. Shields are useful in this level, especially when structures are exploding around you.

VALLEY FARMS

Life on the farm is kind of laid back, and there's nothing that a country boy (equipped with a rocket launcher) can't hack. The irrigation trenches are difficult to get out of once you fall in, so drive safely near the edges.

PROTECT SILOS

PROTECT BARN

PROTECT WINDMILLS

From your stance, lie up with a bridge and gun it. The river will act as a ramp and your speed will propel you to the floating power-ups.

When you travel in the trenches, look under the bridges for hidden power-ups.



Unless you want to buy the farm, you must defeat Chassey and Beezax at the conclusion of your quest.

DESTROY SILOS

DESTROY BARN

DESTROY WINDMILLS



Try to launch your bombs into the trenches and penetrate with your weapons from above.



If you destroy a windmill, one of the birds will fly off and damage the nearest car. Make sure it isn't yours.



"Y" THE ALIEN



Someone told Y his galactic pals were missing. If he crashed from earth, but he can't discern whether it's a distress call or an invitation to groove on by. As Y scans the Southwest for clues, he realizes that aliens (probably crashed in the area and have been dispatched at Site X-Y) then decided to breach the earthlings a few manners about hospitality.

CLASSIFIED

When you join Y on his quest to find his galactic pals, you can play two new levels, Sand Factory and Secret Base. The levels are tough, but Y's saucer is up to the challenge.

SAND FACTORY

The factory is full of goodies, if you take the time to find them. Blow up tanks to reveal weapons and use the giant ramps to reach floating power-ups. Repair icons are tough to find, so don't drive like a complete madman.



Y's great space cooller is speedy enough to outmaneuver 'em, and its anti-gravity engine allows him to glide up and down steep surfaces with ease, sliding the enemy and gaining a strategic advantage.

SECRET BASE

The government took Y's buddies to this base to experiment on them. Y isn't shy about unleashing his death ray to show his displeasure with our hospitality. Look for scarce power-ups in the hangars.



Use the parked stealth fighters for a friendly-gamed but no-neck-and-blow-the-other-cars-up. The flat spaces around the hangars make greatcellent place to raise the other cars into your death ray.

SUPER DREAMLAND 64

Once you complete Y's quest, you will be treated to the ultra-colorful Super Dreamland 64, a fantasy-themed level where storybooks come alive. It's so cute that you may feel guilty for shooting up the joint.



Flap from clanging lights and blow up giant houses to reveal power-ups and wacky evil. When things get on, look for walls that will suck you underground and get you out and the next locations.

MULTIPLAYER

Three extra Controllers + disco ball + Donna Summer LP + Vigilante 8 = a groove-a-licious multiplayer experience like no other on the N64!

2-PLAYER

The initial temptation when you plug in two Controllers is to start duking it out immediately, but the two cooperative modes are just as fun.

VERSUS

Slip into some bell-bottoms and get ready for a dusty duel in the Southwest. In Versus Mode, you and a friend fight to the finish, no holds barred.



The screen splits vertically and horizontally in Versus Mode, allowing you to see health meters, and special weapons and ammo remaining out of the action.

COOPERATIVE

In Cooperative Mode, you team up against a few rogue Coyotes. Resist the urge to blow your friend's back door off when the action intensifies.



Your weapons will take just as much damage in your team's cars as they do in the enemy's, making teamwork all the more true.

QUEST

In Quest Mode, you and a buddy try to join forces to complete either a Vigilante or a Coyote quest.



Designate one player as the defender of the objective, while the other focuses on offense and guns down the enemy vehicles.

3-4 PLAYER

Plug in a couple more Controllers and relish Vigilante 8's three incredible blast-a-thons. Choose to play in teams or try the "every gamer for themselves" Brawl Mode, where double crossing can instigate cutthroat competitions.

BRAWL

When you choose Brawl Mode, it's each gamer for himself. Race to nab the power-ups before your rivals can use them against you.



Vigilante 8 spots some of the best multiplayer action you'll find. Not even though it's so competitive that you can't always see the game, it's still smooth.

TEAM

Divide into two teams and combat your rivals in Team Mode. Either gang up on individual cars or each take on another car.



You must work together if you want to win Team Mode. Share power-ups with your teammates to increase the potency of both vehicles.

SMEAR

Three against one? Those are hardly fair odds, but in Smear Mode, successfully bucking the odds is the sweetest victory of all.



If you're the target, avoid corners and tight spaces. Enemies can't see in from all angles and trap you in that crusher!

THEY ARE BACK!



- Race your friends in the improved multiplayer mode and find out who really is King of the mountain!
- New control interface allows for insane trick combinations!
- Find the all-powerful Dragon Board, plus 11 others to speed your way down the slopes!
- Use over 10 ingenious power-ups to get ahead of the pack!
- Race on a multitude of terrains! Such as underwater, uphill, and Outer Space!



ATLUS

www.kids.com





Castlevania®

The Final Stages

This month, Nintendo stages of Castlevania, right up to the battle with Count Dracula himself. In order to reach the final stages, you'll have to play in Normal Mode rather than in Easy Mode. (In Easy Mode, the game ends prematurely, and you won't have to collect gold.) And now, if you're ready for the most horrifying journey in 3-D, let the end game commence!



Castle Center: Carrie & Reinhardt

The only difference between the quests of Carrie and Reinhardt through the Castle Center is at the very end. Unlike most of the levels, the Castle Center presents a carefully staged puzzle for you to solve. You must erase the great seal, reactivate the magic and defeat two boss enemies before moving on to the elevator. Minor puzzles and riddles also come into play during the course of your journey.

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One solid hit will knock the biker off its vehicle. The bike will continue until it crashes and burns.



Carrie's magic can dispatch the three vamps from the entryway. Reinhardt should use the Cross.



The angel statue weeps tears of blood in this unholy place.



The puddle near the angel takes the form of an enemy.



The glass knights are easy to destroy. They're a good source of red jewels.

After four bursts of flame, you can run or jump past the statues safely.



LEGEND



6 Key of Torture

The Lizardman will give you the key to the locked torture chamber on the ground floor where you'll find bottles of Mandragora.

7 Mandragora and the Chamber of Torture

The male vampire will attack first. A wall-thrown vial of Holy Water will end his blood lust instantly. Avoid any bites to the neck!



The female vampire waits at the far end of the room. Again, Holy Water is the best weapon. If she bites you, she'll regain energy.



The Lizardman reveals the secrets of the explosive Nitro and the Mandragora that ignites the blast.

8 Time to Blow Up the Wall

Return to the top of the Castle Center and place the Mandragora near the big crack in the wall.



Take a bottle of Nitro from the shelf. Once you have the Nitro, don't jump or you'll explode!



Set the Nitro beside the Mandragora. The cinema sequence will reveal a hidden entrance to the library.

9 A Secret Passage in the Library

Climb onto the bookcase with the Sun Card on top, then jump to the upper level of the library.



Stand on the trigger block to open the trap door in the ceiling, then do the same thing in the room above.

10 Erase the Great Seal

To align the celestial goddesses correctly, choose the 2nd, 4th and 8th planets.



The alignment eliminates the great seal on the cracked wall in the large arena chamber on the ground floor.



After the wall seal is gone, fetch a bottle of Nitro to place beside the giant crack in the wall.

11 Tiptoe Through the Gears

While carrying the Nitro, carefully negotiate the narrow walkway and enter the area of meshing gears.



Run between the corner spaces of the gears to avoid being crushed. You'll reach a ramp beyond the second gear.

12 The Magic Crystal

Once you free the magic from the giant crystal and reenter the arena, the demon bull will awaken from its sleep. Although it is very powerful and shoots flaming rays, you can stay out of trouble by circling behind it.



Blow up the wall and activate the magic in the crystal, then save your progress.



Stay close behind the beast. When it shoots fire, jump out of the way.



Use distance weapons whenever the bull is within range. Stay close to its rear legs.

13 Battle Before the Elevator

Depending on which hero you use, you'll fight either Rosa or Carrie's cousin before gaining access to the elevator. Neither battle is particularly difficult, but you should save your progress before leaving the bull's arena.



Carrie should dodge the triple shots of her cousin and strike back with her own magic.



It may pale Reinhardt to do so, but he should use his whip and the Cross when battling Rosa.



Once you destroy Rosa or Fernandez, your hero can take the elevator to the next stage.



Tower of Science · Carrie

Filled with mechanical and electrical dangers that must seem very strange to our 19th century heroine, the Tower of Science is less dangerous than it seems at first. You can destroy some of the devices, such as the laser guns in the first hall, with just a few shots of magic. Use skillful jumps and well-timed maneuvers to avoid the other dangers. Good reflexes and a little practice should be all you need to get through this stage unscathed.

1 Shocking Devices and Lasers



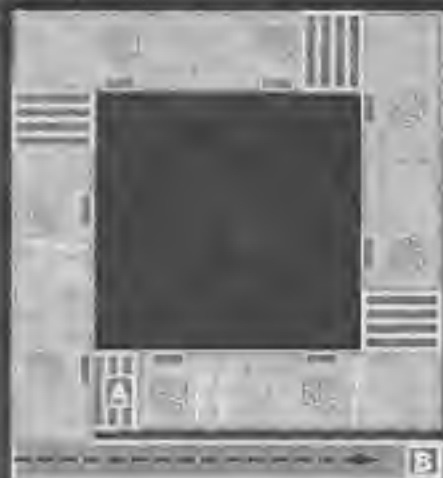
On the platforms and conveyor belts, stay close to the wall and walk under the spark devices when they rise. Time your jumps carefully.

Destroy the lasers with a few shots of magic. Once they are gone, collect the keys and open the door to the exit.



Enter from
Castle
Center

Science Key 1



Science Key 2



3



Science Key 3

4

Invisible Bridge

To Tower of Sorcery

2 Leaps of Faith



Although many of the jumps seem too long, Carrie can go the distance. Have faith.

3 Science Keys



Science Key 2 is behind the middle door in the hall. The other two doors lead to traps.

4 The Invisible Bridge



Jump straight toward the torch and land on an invisible bridge, then reap your reward.

LEGEND



Key



Gold Bag



Roast Beef



Roast Chicken



Spiked Box



Box



Conveyer Belts



Poisonous Water



Cross



Save Point



Red Jewel



Electric Charge



Gun Turret



Locked Door



Spiked Conveyer Belts

The most difficult series of jumps in the game lies ahead in the beautiful but perilous Tower of Sorcery. The icy ledges and crystal platforms are the home of strange ice people who suddenly take form from the frozen floors, but worse dangers await. Many of the crystal platforms appear only for a short time, and the consequences of missing any jump are dire since there is no bottom to the pit below. At the end of all this danger lies a still worse threat in the form of Actrise the witch.



Standing several paces away from the melting marauders, fire magic shots as they take shape. Jump straight up if they return fire.



These cone-shaped platforms turn from pink to red then vanish. Watch the patterns and jump to each platform when it first appears.



The first and only Save Point in this stage is just beyond the first series of vanishing platforms.

Activate the switches to raise two of the yellow crystal platforms. The platforms rise for a limited time.

The switch on the far platform may be hard to reach, but it raises the third yellow platform so you can continue.



The monon is in the ice on the yellow platforms. Treat this green variety of ice man the same as you treated its blue kin.



After hitting the switch to make the yellow crystal rise, quickly jump back to that platform and onto the green crystal.



LEGEND

Disappearing Platforms	Rising and Falling Platforms
Red Jewel	Save Point



Duel Tower - Reinhardt

The dreaded Duel Tower is home to a series of brutal bosses who want nothing more than to see Reinhardt fail in his test of skill and courage. Beware of the Minotaur in his lair. If you enter this arena and win, the roof will fall and crush Reinhardt. Instead, ignore this duel and head toward the exit. Along the way you'll face the Rockman in the final duel. Rotating blades, bottomless pits and sinking platforms also await you.

1 A Bevy of Bosses



Stay low using the Z Button and continually use your whip. The werewolf won't be able to trip you up or get many close attacks.



The quick lizard darts in faster than the eye can see, but it does little damage. Use the R Button to face your foe and use the whip.



2 Sinking Blocks



To reach the far side of the chamber, quickly jump from one platform to the next before they sink into the toxic pool.

3 The Path Below



Reinhardt must take the lower path. The ledges on the side of the tall platform beyond the werewolf battle are the only way down.

4 The Blades



Avoid the rotating blades by ducking and jumping. They are predictable but can cause problems during jumps. Use caution.

LEGEND



Tower of Execution—Reinhardt

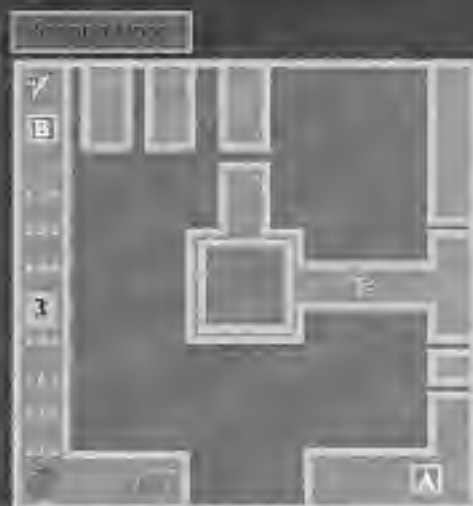
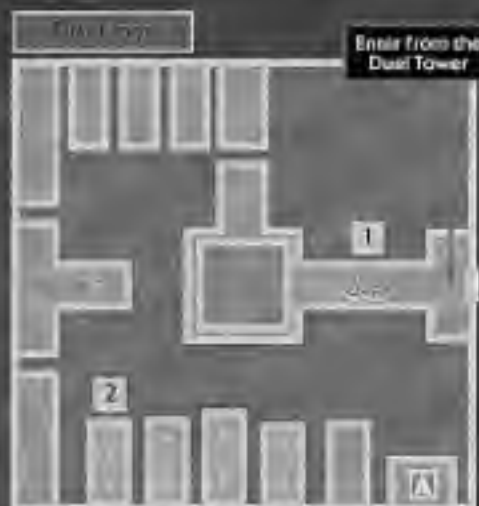
Devices of terror to chill your blood provide most of the danger in the Tower of Execution. Giant blades, thrusting spikes, flaming dragon heads and a floor of bubbling lava all add to the horror. One of the most demanding feats involves jumping between moving platforms while Medusa heads float and bob toward Reinhardt. The toughest part of the stage may be at the final sliding platform on the third floor below position "C." Wait until it is fully extended before attempting to jump to the platform beyond.



The giant swinging blades are easy to avoid. Look at the shadows of Reinhardt and the blade on the ground to judge your position.



These platforms slip out of holes in the walls in sequences that give you barely enough time to reach the next platform.



The spikes pop out of the floor suddenly, but you can jump over them when they drop slowly into the floor again.



Whip the sarcophages at the end of the platform to get the Execution Key. Use the key to reach the Special 2 item on the third floor.



Unlock the gate on the third floor, then move to the end of the ledge and jump to the platform with the second Special item.

LEGEND



Room of Clocks & Clock Tower - Carrie & Reinhardt

No matter which character you're playing, the final stages of the game are the same. The Room of Clocks is your last chance to rest before the final battles. Collect the items, summon Renon if you must, and save your progress. Ahead in the Clock Tower you'll cross over rotating gears and shafts. Few enemies dwell amidst the machinery, but the dangers are still very real. This is another area that will test your jumping skills. Look for the keys, then move on to the next room.



1 The Room of Clocks



Prepare for upcoming battles in the Room of Clocks. You'll find items and a Save Point.

The elevator takes Carrie to meet Actrise and Reinhardt to meet Death.

4 Gear up for the Clock Tower



Jump from the top of one gear to the top of the next. One slip will end your quest.

Flaming dragon heads attack from the front and both sides in the second room.



LEGEND



Cross



Knife



Axe



Contract



Save Point



Holy Water



Roast Beef



Gold Bag



Red Jewel

2 The Attack of Actrise

When Carrie refuses to join the dark cause, Actrise begins her attack using powerful, multicolored crystals that shoot up from the floor like neon spikes of glass.



Carrie must dodge the crystal spikes and keep on the move. She should always have a magic shot at the ready.



Actrise also fires magic, but your main concern should be the crystals that pop up from the floor. Keep dodging and jumping.



The blue crystals around Actrise are the easiest to destroy. Without her shield of crystals, Actrise becomes vulnerable.



Having failed to convert Carrie or to defeat her in battle, Actrise vanishes forever. The path to the clocktower will now be open.

3 Death Waits for Reinhardt

Above the Room of Clocks, Reinhardt forgives Rosa and her from the bonds of her hateful existence, then he battles Death itself.



Rosa fades away when Reinhardt hands her a cross, her soul finally at peace and free of Dracula's curse.



Death's scythe throws off spinning blades that Reinhardt can dodge or destroy with his whip. When Mr. D is close, hit him.



Follow after Death, jumping and using the whip or special weapon. Be prepared to take some serious damage.



When Death summons up a grubby fish of doom from a great pentagram, run along the perimeter of the roof to avoid it.

Castle Keep—Carrie and Reinhardt

The final leg of your journey is through the Castle Keep. Once you make your way through the clockworks, the sequence of meetings and battles may differ depending on several factors. If you bought too many items from Renon along the way, he'll fight you, so try to keep your purchases to a minimum. Second, if you used either the Sun or the Moon card more than four times, you'll have to fight Vincent and one Dracula. Otherwise, you'll follow the path where you'll fight three Draculas as shown here.

5 Renon, Vincent and Dracula



Renon will probably just say goodbye, but you may have to fight him if you used his services often.



If you defeat the false Dracula and the tower begins to fall, you'll have to race down the crumbling stairs.



If you fought Vincent, then the first battle with Dracula will be the last, followed by an ending scene.



Males appears on the winged horse then transforms to fight you on the roof of the second tower.



Locked Door



Key



Stone Dragon



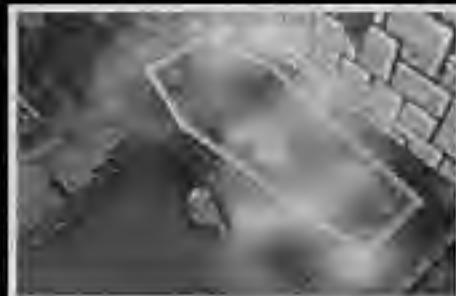
Elevator



Three Faces of Dracula—Carrie & Venhard

1 Fresh Out of the Coffin

The first incarnation of Dracula takes the familiar form of the nobleman with a cape, but he certainly doesn't act like a gentleman when he throws fireballs and uses his vacuum breath.



Drac uses his powerful breath to pull you closer. Run and jump in the opposite direction. If you get too close, he'll drain your energy.



Keep moving and turning. Dracula will appear in different parts of the room. When you see him, use any attack, but homing attacks are best.



Carrie's magic shots are the ideal weapon since she can attack when facing any direction. The Cross is another good weapon choice for either character.

2 The Malice of Malus

Sweet, lost Malus turns out to be anything but an innocent child. In the second battle in the Castle Keep, Malus transforms into a younger, but more deadly, Dracula.



Drac/Malus's fireballs zero-in on you if you jump...so don't jump. Instead, when the flaming shots approach, duck down to avoid taking a hit.



Once again your enemy appears and disappears in different locations. Keep turning on the platform, waiting for him to reappear, then attack.



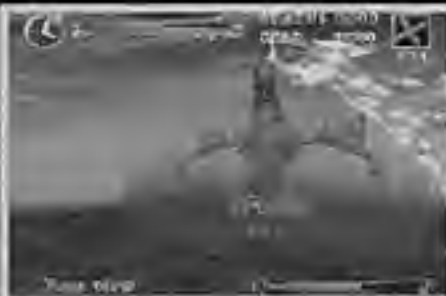
The green fire appears only when you get too close to the vampire. The lesson here is to keep your distance at all times or you'll get burned.

3 Drago or Dracula Unveiled

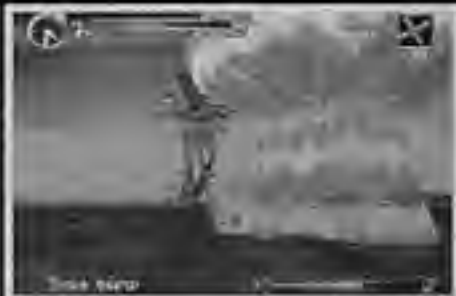
After a false ending, you'll find yourself in the last and greatest battle. The true heart of Dracula is revealed as a fire-breathing dragon in the desert.



The best strategy is to keep circling behind the monster at a distance. You can dodge the spiraling flames if you see them coming.



The earthquake attack can be terribly damaging, but if you keep your distance, you won't be shaken up. Dodge in closer to make effective attacks.



The final attack can drain half your energy, but if you circle continually at a distance, you should avoid it and defeat Dracula once and for all.

RAYMAN 2

THE GREAT ESCAPE

COMING SOON

**COMING SOON
TO YOUR N64
FROM UBI SOFT**



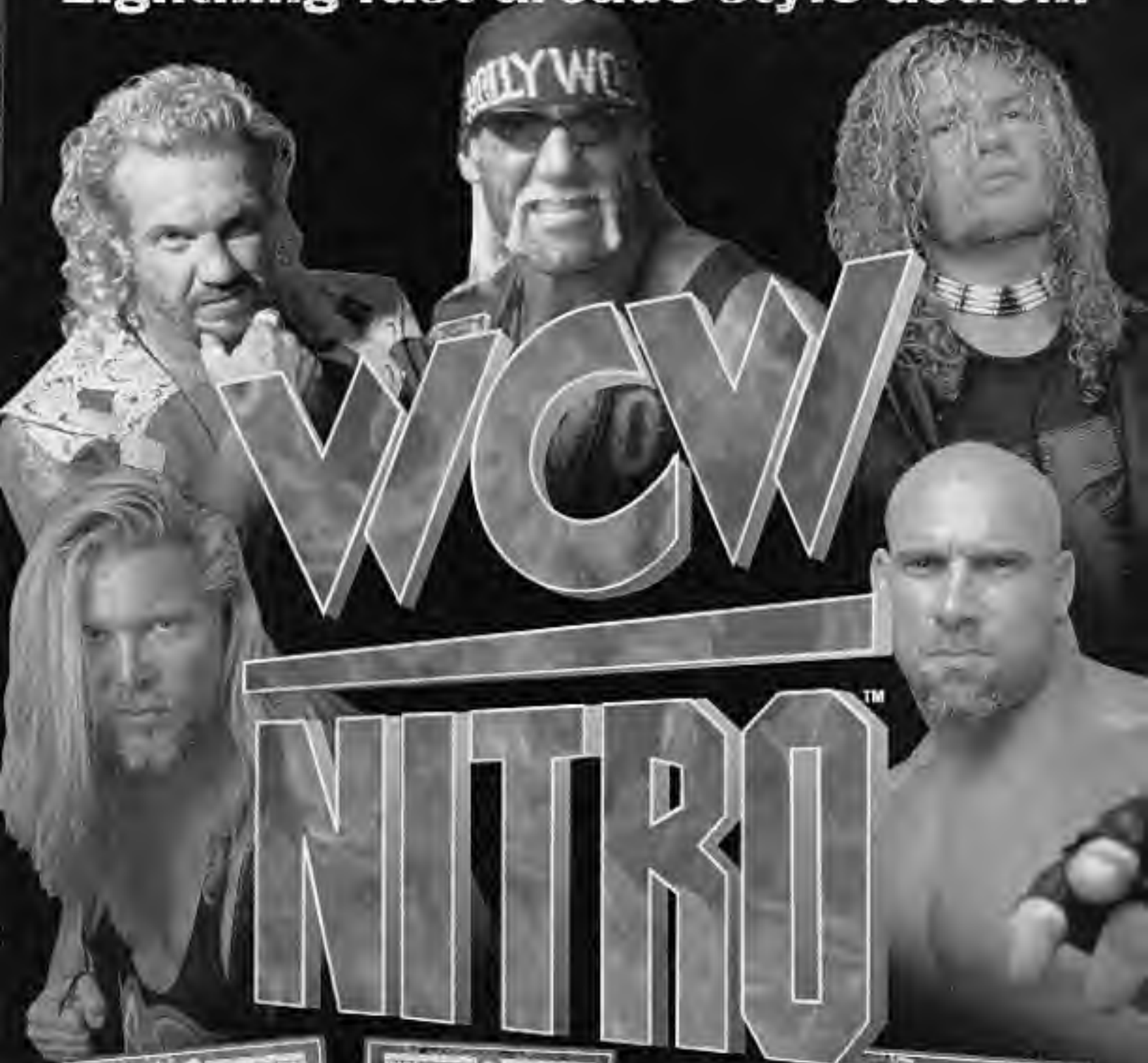


NINTENDO
POWER

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WHEN EARTH IS ENDANGERED AND BABES NEED TO BE SAVED, ONE HERO CRAWLS OUT FROM THE SEAMY UNDERSIDE OF SOCIETY TO SLAP A LITTLE SENSE INTO THE FORCES OF CHAOS. THAT'S RIGHT, FRIENDS. THE DUKE IS BACK.



© 1999 GT Interactive

DUKE NUKEM ZERO HOUR

Duke Nukem's reputation as a cartoon hero is well earned, but not surprising, a more realistic, in-the-back-alley-sand-sewers-on-a-rainy-night's-are-around-the-corner-the-butt-a-panty-walker-but-GT-Interactive's-Action-Adventure-for-the-N64-brings-reality-back-to-the-legend. It's a game that's packed with some of the most over-the-top action you can find. The game's pace really drops with time. The action is nonstop, and there's more adventure packed into one stage of *Zero Hour* than most shooters spend through an entire game. Even the sound, music, and Duke's semi-dangerous journey over the edge. Duke's Mature rating is well-

deserved, as the blood and gore are not to mention the captivities. But if you can stomach all that, Duke's certainly the most fun you can have in a while.

YOU DON'T NEED A LICENSE TO KILL TO SAVE THE WORLD. YOU JUST NEED A REALLY BIG GUN.



THE NEW DUKE

The development team at Eurocom has scored a major victory on virtually every front with Zero Hour. Duke himself steps into the slime-light for the first time as a visible hero. But

that's just the most obvious change. The game play is deeper and more entertaining than in previous Duke Nukem games. There's also an extensive multiplayer mode.

GET SOME PERSPECTIVE

THIRD-PERSON PERFECT



First-person shooters are okay for real life, but in a video game it's nice to see your hero on the screen in big, bold 3-D. In Zero Hour, Duke steps out in front where you get a great look at his moves. The shift in perspective also gives you a wider field of view—all the better for blasting alien scumbuckets.

POLYGON POWER



Unlike Duke Nukem 64, Zero Hour features well-rounded characters and enemies. The 3-D polygonal models appear on screen at any angle, and up to half a dozen enemies can attack at a time without slowing down the frame rate.

The first Duke Nukem game for the N64 employed 2-D sprites for enemies, which limited the multi-angle appearance in the otherwise 3-D game environment. Duke himself might say, "The better the 3-D, the better."



EXPANDED GRAPHICS



Zero Hour will take use of the new N64 Expansion Pak to provide the highest resolution graphics setting for Zero Hour. But even without the Expansion Pak, this Duke has linear fronds for foliage and media resolution modes, and the game looks great in high resolution. On high graphics, the game plays well to other advanced computers. Run at 25 high res mode.

LOTS OF FLASH



Lights and effects go along way toward creating the illusion of reality in 3-D games. The development team at Eurocom placed a heavy emphasis on motion and explosion lighting, including shadows and glow, to set the scene in Zero Hour.

Light effects for weapons fire and wounds also add to the flash and excitement of the game. Aside from looking great, these effects also give players visual clues about the location of and types of weapons the enemy can use.



BEYOND ACTION

THE PLOT THICKENS



Duke Nukem has always been known for action, but in Zero Hour, along with all the gun-slinging, he encounters a real plot. Lots of characters and multiple objectives. The plot involves aliens who seek to dominate earth by means of piecing together a time machine. Duke must travel to different periods of time to collect the pieces of the machine first.

DUKE PLAYS WELL WITH OTHERS



In the past, Duke usually preferred to shoot everyone he met instead of talk to them. Perhaps he's mellowed with age, but in Zero Hour he can get downright chatty by some of the characters (and mission objectives) while others help the plot progress.

Cinematic scenes add to the depth of the game and provide critical information at important stages. But many characters also have something to say in the midst of the action. Players should look out clues from everywhere they meet.



OBJECTIVES SUSTAINED



One of the ways that Zero Hour creates depth of play is by piling on the objectives that Duke faces in every stage. In addition to destroying alien scum, he must rescue the "thobes" and collect keys to progress from one area to another. That's just the start. Duke must also hunt for pieces of the time machine and conduct other important tasks.

THE GUN RACK



The assortment of weapons available to our hero has grown considerably since his last adventure. Each time period presents different weapons, of course, and other weapons such as the Freeze Thrower and Super Rifle add new dimensions to the Duke man army. In addition to new destructive effects, the weapons feature unique sightline filters.

THEY SAY THE CLOTHES MAKE THE MAN, BUT I SAY IT'S THE SIZE OF HIS POLYGON COUNT.





DUKETALES



Some things never change, and sometimes that's a good thing. Most of the elements that gamers have come to love about Duke Nukem remain unchanged or just enhanced.

Since this is an all-new adventure with an all-new plot and maps for the N64, Duke fans from other platforms won't want to miss it. Duke newbies won't know what hit them.

SAME DUKE 'TUDE

YOU KISS YOUR MOTHER WITH THAT MOUTH?



It's not just what Duke says that makes him the king of such trash: It's the timing and how he says it, as he stands over a dead, recently deceased, blonde woman, stand as normal. Duke would say his words and bring down the house with easy grace.

In Zero Hour, you'll find the Duke attitude you've come to love—travels on posters, whistles. The attitude is the game, and if you're not a fan, you're not a fan. If you're a fan, you're a fan. If you're a fan, you're a fan. If you're a fan, you're a fan.



HAPPY RETURNS

FAMOUS MOVES



If you've played Duke Nukem before, you won't be surprised to find that you can use warp pads to travel between levels. One of the most important parts of the game is collecting keys that let you unlock new areas.

Using warp pads is another of Duke's methods of movement. When you see posters, instantly zap you to new locations in the other hand. There's one rule: Don't fall. Falling is a total waste of time.



WHEN PIGS FLY!



These alien parkers may not be related to your inner demons, but they're fun in Zero Hour just as fun and dangerous as they were in Duke Nukem. The first time you see many forms, from the fruits of the forest to the massive stone arches, you provide the best of the longest. They're going, seriously armed and ready, but they'll be weak in the end.

HEY, DOGS DO IT!



When you're thirsty, you're thirsty. Duke doesn't mind being a cowboy from the porch any more than he minds being a cowboy from the porch. When he's out to save the world, he's out to save the world. As a player, Duke must usually be a cowboy in the world. It may have some more to it than it seems.

BEHIND CLOSED DOORS



Another time-honored Duke Nukem tradition lives on in Zero Hour—the tradition of hiding behind doors all over the place. Duke often finds valuable items or important passages by just looking for doors, such as paintings, wall panels, windows and doors. Some areas are cleverly concealed behind closed walls. Search and destroy everything!

BABE ALERT!



It may not be the most objectively colorful element of the game, but if Duke doesn't save the blonde babes, who will? The alien pigs? Doubtful. So once again, Duke must search high and low for the individual tokens of a Hollywood corrupted society and free them so they can take up new careers as corporate models and stalkers.

IN THE BAG



Duke may seem to travel lightly, but he can carry a ton of stuff around with him in his combat vest. The inventory includes weapons and special items, but you can't carry around some types of items for when you need them. You'll collect weapons and ammunition, but you can't use them until they're in your inventory. It's important.

YOU NEED TO KNOW WHEN TO HOLD 'EM, KNOW WHEN TO FOLD 'EM, AND KNOW WHEN TO SPEW HOT LEAD.



DUKE MULETTUES



Let's hope it. Everyone wants to be Duke. The best way to achieve that goal is in the multi-player game mode. In Duke Nukem 64, players could go head-to-head, but now you can go head-to-head with your friends. It's a friendly game of tag played with heat-seeking missiles. Talk about your hot action.

IMAGINE A FRIENDLY GAME OF TAG PLAYED WITH HEAT-SEEKING MISSILES. TALK ABOUT YOUR HOT ACTION.



MORE NEW DUKES

At the time of this review, the final number of multiplayer arenas hadn't been decided, but the count was nearing a dozen. All the arenas and matches, however, feature customizable

options and controls including the choice of horizontal or vertical screens in two-player mode and equal or full screen options in three-player mode.



PUT UP YOUR DUKES

DUKEMATCH

In two traditional multiplayer matches, as in Duke Nukem games, each Duke or Duke or girl wins, bunting down the best weapons and blowing away the opposition as frequently as possible. Frag of interest, however, isn't the game and determines the victor.

LAST MAN STANDING

This is only one game in Last Man Standing that is available for a time. The last Duke or girl stands in the arena; players have been fragged, the first player wins. Finding a good hiding place or using a special weapon gives you the edge.

KING OF THE HILL

King of the Hill is set off by capturing the flag scenario in that you have to reach a target to win. You can frag your buddies all you want, but reaching the ultimate goal, or "the hill," is the only thing that truly matters.

WHERE THE ACTION IS

Naturally, the arenas in Zero Hour will disappear and present many strategic options. Two maps of them have unique properties. In one, the arena packs the arena; in another, the arena should be to the final goal, with a few weapons possibly thrown in.

PERSONALLY, I DON'T TRUST ANY ONE ANY FARTHER THAN I COULD SPIT A RAT.



COOL AS ICE



Get a man to get in Zero Hour, but this arena has been added to zero degrees. The icy floors curvy your momentum with every movement. Aim is difficult.

SLIDERS



Like the dimensionally challenged TV show, the Sliders arena is filled with ramps that allow players from one level to another. Learn the secrets.

RED SECTOR



This arena features multiple warps that carry you to different elevations throughout the arena. Look for a passage above the arena.

HIVE 8



The distinctive look of the Hive 8 arena may remind you of the Alien films, but the real danger isn't from alien life. It's from the enemy Dukes.

MIND FUNK



The arena is a maze that leads to the arena. You can get lost. As you chase the Duke, you are really a Duke.

ATOMIC



You're in a room that has a light bulb and a bomb. The Duke is in the room. What do you do? What do you do?

ROCKY KNOLL



Canyons, hills, and a lot of rocks. The Rocky Knoll arena is a maze with a lot of rocks. The Duke is in the arena. What do you do?

CHIMERA



This arena is a dimly lit arena. One of the options that may help you out is the radar. Although you won't see the radar, you will see a number.

HIGH NOON



Like a page from the Wild West story of the game, High Noon is set in an old western town. Look for ladders and walls to get to the high point.

SEWERY THING



Best of this arena you may find weapons in the pools and a one-way ticket board in other positions. Caution is the key with.

We're still working hard on the Dukematch game, and obviously it's going to be an important part of the game. We want to get two-on-two deathmatches in, and four-way or two-on-two capture the flag, too. Then there are the weapons that appear only in Dukematch: you can drop bear traps for other players to run into, and there'll be a nasty time-warping weapon too. (That's a secret for now.) Oh, and as you work through the single-player game you'll get extra options and skins for Dukematches—currently there are 26 different characters you'll be able to choose from.

EUROCOM SAYS...



DUKE IT OUT



Whether you play the adventure game or the multiplayer game, Duke Nukem: Zero Hour gives you one of the best arsenals in video games for duking it out. You can find many of

the weapons only in particular areas or time periods, and all of them (except for your fists) require ammo of some type. You must reload some weapons manually, as well.



M-80 BLASTER

This is the gold standard for Duke Nukem: The M-80 Blaster is powered by Blaster Cells. It may not deal a huge punch, but you get a lot of shots, and the basic aim-light-beam aim is easy to see.



CLAW-12 SHOTGUN

The pump-action 12 gauge shotgun is never found at headquarters, but it takes longer to fire repeatedly, since it must be reloaded after every shot. It's another favorite from previous Duke missions.



MP-10 SMC

This little submachine gun gives Duke the ability to mow down an entire room full of enemies, particularly Pig Cops. If you make a standard MP-10, Duke can fire with guns at the lamp post and at two targets.



AGL-9 GRENADE LAUNCHER

The exclusive long-range, air-to-air, air-to-ground automatic grenade power can be tricky to use. Grenades explode on contact with anything, but they'll also bounce off walls. They're great against zombies.



PIPE BOMB

Thrown by hand and detonated by remote control, the Pipe Bomb is a great ambush weapon, particularly in the multiplayer games. The explosion would damage to Foot Pigs, but it's not zombies.



BOMB

Back in the Victorian Age, your gunboxes had fuses and blew their burning emberses with cries of "Dad is in the fat yard!" Using the modern Pipe Bomb, the Victorian Bomb explodes after a set time.



FREEZE THROWER

This is a new creation in Zero Hour that comes from the Finnish units of the alien invaders. It has several properties on our part. Flying lines will trap the atoms. If you upgrade the Freeze Thrower, enemies will stay frozen longer.



PEACEKEEPER .45

This revolver was one of the guns that ruled the Old West. With just six cartridges in the magazine, it requires frequent reloading. Scumtrapper's extra magazines will power up this pistol, if you can find them.



SAWED-OFF SHOTGUN

Two sawed-off 12 gauge barrels make for enough power to stop anything. The only problem is that you have to be in the enemy's face to finish. You'll find this weapon in the post-apocalyptic stages.



.30-30 RIFLE

The .30-30 replaces the SMC during the Wild West stages, and, although it's more powerful than the submachine gun, it's a blow-in-a-minute. The rifle is particularly effective against Pig Cops and Octarians.



RADIUM CYANIDE LAUNCHER

Based on the standard AGL, the Radium Cyanide Launcher fires poisonous canisters. Once the gas cloud explodes, you can enter the area safely only after a while and a gas mask. It's useless against zombies and medians.



DYNAMITE

Like the Bomb in the Victorian period, the Dynamite replaces the Pipe Bomb in the Wild West. It, too, has a timed fuse that ignites the stick of explosive after a set time. Dynamite works well against zombies.



TRIP BOMB

Lower than the zone with the GAT-30 Trip Bomb, it's a wonderful ambush weapon in multiplayer games and particularly useful against slow-footed zombies. Though it's so easy, Pig Pigs.



GATLING GUN

Although the Gatling Gun is a weapon in Victorian times, it's a powerful element to stay alive. There are no power-ups for the Gatling Gun, but it makes an excellent enemy.



**GAMMA CANNON**

The easiest to find and least accurate of all the tools in Duke's arsenal, the Gamma Cannon is a good weapon to use against a crowd of enemies to deal damage.

**VOLT CANNON**

The Voltic Projector, also the Volt Cannon, is a descendant of the Gamma Cannon. It is equally accurate but also causes electrical damage, including shorting out enemies' MPV's and Sentry Droids.

**HAVOC MULTI-LAUNCHER**

One of the most powerful weapons wielded by Duke, the Multi-Launcher fires four projectiles for each shot. Its automatic guidance systems seek out multiple targets when necessary. One shot will destroy most enemies.

**BMF THUNDERSTRIKE**

The BMF Thunderstrike is another high-tech weapon that leaves a wasteland of enemies in its wake. Powered by BMF Cells, the Thunderstrike zooms toward the target's gun.

**.50 SNIPER RIFLE**

The .50 sniper rifle is just the most obvious reason that Duke is a high-tech warrior. It can even pierce armor. The zoom function lets Duke's movements be seen in detail only at a distance.

**POWER TO THE WEAPONS****DOUBLE TROUBLE**

If you run out of ammo, equipment, or a weapon type that Duke already has, it may cause you to change your firepower. Not only can you increase your rate of fire, but upgrades will also fuel at separate locations. Duke has two kinds of power-ups. Since enemies drop weapons, they always have a chance at getting a power-up.

AMMO UPGRADES

Many weapons gain power with D.U. upgrades, or special ammo. For example, Super Freeze Dynamite can only freeze enemies when fired from the Freeze Blower; they shatter the useless fuse. Other power-ups include the Havoc Multi-Launcher's special zoom missiles, Shotgunner Magnum (considered the best loader for the shotgun).

AIMING OPTIONS

Zero Hour uses the standard aiming style. Most guns use a magnifying glass eye sort that you control with the Control Stick. You'll have other weapons such as Dynamite or Bombs using the Control Stick to change the location of the fuse. While not as accurate as sighted shots, these weapons blow their targets out of the sky.

I ADVISE YOU TO TALK LOUDLY AND CARRY A BIG STICK WITH NUCLEAR DETONATORS.

**VIEWS TO A KILL**

**LASER DOT:
CROSSHAIRS:
BRACKETS:
TRI-DOT,
H,
NUKE ICON,
CIRCLE,
STAR:**

ANGLE DEPENDENT:

**BLASTER, REVOLVER
RIFLE, GATLING GUN
VOLT CANNON
SCATTER LASER, FREEZER
HAVOC
PLASMA CANNON
SHOTGUNS
SMG**

**PIPEBOMB, DYNAMITE, BOMB,
GRENADE LAUNCHER**

HISTORICAL REALITY**THE WILD WEST**

When Duke works back to the Wild West, he finds himself in a business that has not done so well over time, a place where real men rely on the dark law to settle their own most minor disputes. Many of the weapons Duke encounters in Wild West are similar and use power to cause damage to enemies.

VICTORIAN ERA

Weapons reflect the Victorian/Gilded Age era, a time of progress and luxury in the city and law. But some Victorian Era weapons are somewhat heavy technology. The Volt Cannon, while heavy artillery, can be as accurate as modern weapons and structures. This is a very long period, but perfect for this era.



NUKEM GEAR



No man is an island, not even Duke Nukem. He'll take as much help as he can scrounge up. Fortunately for him, helpful items are scattered throughout the stages he visits. Some of

the items are used immediately when picked up while others go into Duke's inventory, to be used only when necessary. Still other items can be used just once for a special purpose.



MEDKIT

A Medkit allows Duke to heal 50% of his health instantly, but it can't be saved for use in later life. Always keep one on hand in the health indicator on the bottom of the screen to know when you're low on health.



NIGHT VISION GOGGLES

These goggles work in tandem with the Night Vision Goggles turn night to day when Duke puts them on. They're particularly useful in the final stages of the game, but you won't find places to use them until very late.



VITAMIN X

Increases Duke's max health for a limited time when combined with a Medkit. Use Vitamin X sparingly so that you'll have it when you need to get out of a bind in a hurry.



ARMOR

Duke's default heavy armor is the basic Halvest that protects the major points of his body, but it's not invincible. Armor can take only a certain amount of damage before it eventually wears out.



ATOMIC HEALTH

Atomic health boosts Duke's health by 50% regardless of his current health status. That means that if he is already at the maximum of 100 points, he can still boost to 150!



GAS MASK

The Gas Mask protects Duke from toxic gas weapons and Spore Eggs. Once you don the mask, you'll have a limited time during which it's activated. When it runs out, take off the mask to preserve some of its life.



PROTECTIVE BOOTS

Indestructible Sling plays have a protective foot wear, but the dual-toilet boots in Zero Hour keep you feet clean, dry and out of the frying pan. The Nuclear Water is a good place to clean them.



SCUBA GEAR

If you want to swim with the fishes, you've got to get wet. The Scuba Gear lets you swim under water in areas that would be difficult otherwise.

ITEMS OF THE TIMES

THE WILD WEST



In the Wild West and Victorian eras, gun-BCs and safe-cracking are a little slower, but in an appropriate form. Pipe Bombs can come in handy. The TNT that Duke can find in the Wild West is a little different. It's not a regular TNT, but a special kind of TNT that can be used to blow up a safe or a door.

GET 'EM HERE



Some items can be found only in one area of the game, and most be found just once, as well. For instance, the TNT in the Wild West is a special kind of TNT that can be used to blow up a safe or a door. Duke must find a pipe bomb and find a safe. There's no need to blow up a safe to blow up a safe.

VICTORIAN ENGLAND



When Duke winds up in Victorian London, it's not as if he's in a new era. The environment is the same. Foggy London town features more than a few items of interest. You'll also find basic survival items that fit the period, such as the Doctor's bag instead of a Medkit, and the Green Space from a set of armor instead of the regular body armor.

WHEN IN THE WEST, DO AS THE LOCALS DO. KEEP YOUR HEAD LOW AND STAY OFF THE STREET AT HIGH NOON.



We wanted to escape from the old red key and red door idea, but we need to make it clear that this is a Duke Nukem game. Most things that get in Duke's way, he just blows away with a big gun. So in the Wild West you need to find the items to blast open a safe. Elsewhere you need to activate emergency power circuits, assemble satellite beacons and get lifts working. All these tasks need specific items.

EUROCOM SAYS...

COOL HAND DUKE

No matter what time period you find yourself in, it's best to keep in mind some basic Duke Nukem survival skills. Below are ten of the top strategies for toasting the likes of Riot

Pigs, drones, zombies and the rest of the menacing crew found in Zero Hour. Many of these techniques work equally well in the multi-player games.

STRAFING FOR SUCCESS



Running sideways and laying down a hail of bullets is one of the most basic, but also one of the most useful, tips. Hold the left or right D Button to hop, and use the trigger to strafe.



Pop one out from behind a wall or a post to get a few extra seconds of time. Pump and pull down a shotgun is the method to obliterate hordes of just one or two of the most valuable ammo.

MAKING HEADWAY



The highest (and most fragile) is almost always the head shot, because your attributes have already come to grips with the power concept of keeping their heads down. One shot and you'll need.

USE THE FISTS, DUKE



Perhaps the most way to save ammo is to use your fists to finish off an enemy. You might be able to use your fists to finish off a weak enemy, but your fists will be your last line of defense.

TALK SOME TRASH



You may think that Duke is just talking when his hands are clenched and speaking some of his "WTF" or "WTF" lines. Actually, the trash talk indicates that an enemy is finished and that you can stop shooting it.

HEALTH CARE



Take care when using Medkits to allow your health. Since a Medkit restores 30 health points, you won't want to pick up a Medkit if you were at 80 health since you'd waste 20 points. Consume later when you really need to heal it.

SHOOT WISELY



No weapon is perfect for every occasion. If you're close to an enemy, you'll want to choose a powerful, short-ranged like the shotgun. At long distances, you'll want the super rifle. Some weapons do more damage to particular enemies.

RELOAD REMINDER



Push the B button to reload your current weapon when no enemies are in sight. Some weapons, like those found in the Old West and Victorian England, require you to reload from. Modern weapons may reload automatically, but they can be slow.

CHECK IT OUT



Zero Hour is full of hidden items, so you don't want to leave any rank unturned, and you'll be able to find any item you need. Of course, sometimes a wall is just a wall, but many will be in plain sight. Try to open or shoot everything.

AN ITEM A DAY



Don't forget to check your inventory often. Some of them, such as the Gas Mask, may be just the thing to get Duke through a desperate situation. Others, such as the Search Beam, may be essential for exploring an area completely.



A TIME FOR NUKES



The countdown to Zero Hour begins when Duke of the Future contacts Duke of the Present and gives him a mission to find the missing parts of H.C. Wells' time machine.

Eurocom and GT Interactive are still finishing the game, so some of the areas described in the following section may change in the final game.

PRESENT AND FUTURE

Duke's journey through time begins in his present during an investigation in New York. The locations where you'll first find Duke are familiar stopping grounds. Things are a little different, of course, but the scenes, however, before you know it, a nuclear war turns the world into a nuclear winter.

1. MEAN STREETS



Fig Cops and other sirens are invading the city while Duke searches for a ride to the Statue of Liberty in the opening area, as well as many weapons and items as possible in this familiar setting. Stop on a subway car.

With the invasion of the city forces, many of the streets will be blocked off. Duke will have to work his way through a maze that takes him through buildings, up ladders, over fences and through locked doors.



2. LIBERTY OR DEATH



The war seems to be centered on the Statue of Liberty, so that's where Duke wants to get to. The passages within the huge statue contain enemies and resource areas, including good parts of water. The Sasquatch comes in handy.

A system of catwalks and lifts make progress through the statue difficult. Watch the floor for traps, explosives or the Golden. In some cases, you'll have to jump into the water below to find important items.



THE WILD WEST

After the hours of the post-apocalyptic scenes of New York, the Dry, dusty land of the Old West seems almost welcoming. Unfortunately, the trouble never really goes away, even here. Even though the setting has changed, the skill remains the same: Search and destroy, or get shot.



1. DRY TOWN

The empty streets at high noon creep to a halt with the quiet. From death and silence, Duke may be the only man in town, but plenty of silent warriors are waiting to ambush him from the windows and rooftops. Bust into the saloon and take another western and down!

IF YOU WANT TO PLAY IN A NUCLEAR WINTER WONDERLAND, DON'T FORGET YOUR MITTENS, KIDS.



3. NUKELEAR WINTER

After the bombs fall, our streets are covered in radiation, ash and snow. Buildings have collapsed, and the people have turned into nuclear zombies bent on destruction. Many of the streets are buried, but the old roads may no longer be open.



4. FALLOUT

The action gets dark, and only in the sub-way world, where waste often brings have sought refuge from the nuclear winter above the streets. In addition to mutants and mechanical devices, weird floating creatures lurk in this murky underworld.



5. UNDER SIEGE

Aliens have taken over this old military base. The tanks may not be open, room anymore, but they each still have brought plenty of their own toys. The narrow tunnels and narrow canyons lead to odd traps, resource areas for safety, the main road.



6. TANK HOG

The first boss in Zero Hour takes the form of a giant pig. The drive is on and on a tank in a subterranean area full of ramps and multiple levels. Although it has the advantage, Duke should be able to push the tank and cut out much trouble.

THE ONLY GOOD HOG HAS TWO WHEELS AND A HARLEY DAVIDSON LOGO ON THE TANK.



Having a good time in this saloon means heading out the roads. After clearing out the dance floor, explore the upper levels and capture the constant looter. As a rule, areas of Zero Hour, the Wild West has plenty of hidden areas. Look for every nook and cranny, the capsules in the game. Also, watch out for TNT and other special items.



2. JAIL BREAK



This jail is unlike any lockup you've ever seen in video games. For one thing, it's got a huge, alien security camera system that you'll have to slip past if it catches you. You won't be far unless you find the many keys required to escape.

The jail found in the game will give you a glimpse of a world towered with a laser-wielding guard. Bombs are everywhere, and all of them are waiting for you to make a move. If you don't know how to practice your sneaking tactics.



3. THE RIVERBOAT



This riverboat has seen better days, but the lizards have decided to make it their base of operations anyway. Duke will encounter armed lizard guards and the awesome power of two jet cannons on the prow.

Some parts of the bridge also require a special key pass before Duke may enter. But the only pass required to go through most of the island is a hard-to-come-by class of script.



4. FORT NUKEM

Not every alien is armed with nuclear energy weapons. As you step into Fort Nukem, the first attack comes from a lizard firing old-fashioned backbones. After wading through a long series of canyons, you'll arrive at the fort.



5. PROBING THE DEPTHS

In the deep mine shaft, constant earthquakes will drive you into the Rumble Pit room. The dim light conceals some of the targets, but nothing conceals the hatred in the eyes of the lizard miners as they attack in mine carts.



6. CYBORG SCORPION

The way from the giant scorpion's tail will try you out. Duke's second boss encounter takes place in a rapidly moving arena flanked with lava pools. The scorpion pivots the middle to face you, firing particle beams with its stinger and then spits with its red optical arms.

IF THERE'S ONE THING I CAN'T STAND, IT'S A BUG SO BIG I CAN'T STOMP ON IT.



VICTORIAN ENGLAND

From the grandiose streets of Whitechapel during the late 19th Century, Duke takes refuge in a grand British pub. Duke takes refuge in the most elegant when he slips back in time to Victorian England. Things may look different, but they're just as dangerous as ever.

1. THE WHITECHAPEL KILLINGS



To reach how take over the today crime of Whitechapel, making the haunted, the River would be an unusual. You'll have to use the probe and scumby weapons as you navigate through the maze-like streets.

It isn't just the streets that are old-fashioned. In fact, a tough old. The sewers, which Duke must also explore, have an equally firm reputation, and it's well deserved.



3. HYDROGEN BOMB

The pigs are delivering a deadly cargo by express, but Duke is chosen to fly the bomb, ready to save the day. In addition to telling the pigs' plan, you'll have to rescue Victorian babes from burning bathtubs.

4. GOING DOWN



Amazingly, Duke is the vessel aboard a decreed luxury liner bearing a striking resemblance to a Japanese steamship. The difference is that guard and pig aliens, not to mention scumby and other evil creatures, have overrun this titanic vessel.

The pigs go way out of their usual dress code. Duke must try them all. Refused some doors, you'll find that the aliens have even started to transform the ship into something quite different from a Victorian steamer.



2. PLUG 'EM AND PLANT 'EM.

Lizards and zombies both inhabit the grisly city of Old London Town. The wandering passages of the city are a easy to navigate, and you'll have to find ways to escape from the heart of the city.

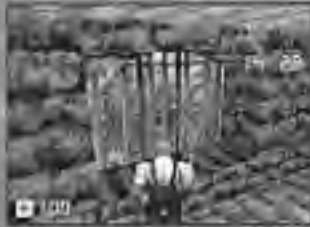
ICEBERGS ARE FOR WIMPS. TIME-TRAVELING, ALIEN SCUMBUCKETS ARE THE TRUE TEST OF A MAN'S METTLE.





5. THE RACK

Entering the impressively polluted cesspit won't be easy. You'll need to slay your way out the water. Getting inside the stone walls are two a great deal of work.



6. BRAIN IN A VAT

The final victory will come inside the clock where you must finish the alien. Don't think the slow-motion period of Duke's ability ability monitor. What the brain makes is secrets of the safe factory.

TIME ZONE MIX-UP

It's not just the game's levels with time and you will have Duke will have to jump off the water to escape the first level. Consider the time of Duke's game. These stages will be some of the most interesting and exciting. Just like Duke played in a time zone.

ALIEN MOTHER AND ZERO HOUR



The Alien Mother is a great example of the mother ship of the alien. It is a great example of the game's mechanics. It is a great example of the game's mechanics. It is a great example of the game's mechanics.

The Alien Mother is a great example of the mother ship of the alien. It is a great example of the game's mechanics. It is a great example of the game's mechanics. It is a great example of the game's mechanics.



ONLY PROFESSIONALS SHOULD ATTEMPT TO BOARD AND DESTROY ALIEN SPACESHIPS. PLEASE DON'T TRY THIS AT HOME.



We're getting all the speech and mission objectives in now; there's a LOT of speech in Zero Hour. Duke has military officers guiding him through time, and there's a display unit you can call up to keep track of your progress through a level. Apart from defeating the aliens, Duke will have to hunt for the bits of an experimental time-travel machine that the army needs to develop its own machines. You find out how the thing was broken in the first place, and what Duke can do to fix it. There are the hidden levels, which may be familiar to movie-goers. We're going through the levels adding in even nastier bad guys, even more secret areas and those captive babes that Duke just loves to help out. The bosses keep getting bigger and meaner. Basically, we're busy making this the ultimate Duke Nukem game.

EUROCOM SAYS...

ZERO HOUR

We were so taken with this latest Duke Nukem that we couldn't hold back coverage even one more month. But that isn't to say that we won't have strategic coverage down the road. GT Interactive and Eurocom should finish up Zero Hour by the time you read this article. That means the game should be available for sale by the middle of April. We expect changes in a number of areas, including more cool stuff in the multiplayer game, but Duke Nukem: Zero Hour is already one of the classiest shooters ever—and that's a compliment Duke himself can appreciate. And thanks to Bill Beacham of Eurocom for his insight into the game, and to the rest of the team that's doing such a great job.

I'VE ALWAYS BEEN A CLASSY GUY. I'VE JUST BEEN TRAPPED IN THE BODY OF A BRUTAL, TRIGGER-HAPPY SLEAZEBAG. HEY, YOU PLAY THE CARDS YOU'RE DEALT.



KONAMI XXL SPORTS SERIES™

if
you were
me

could you **sink** the 3 with 2 seconds left?

would you **work** on your d?

venture into the paint?

seek out the **limelight**?

it's not so easy, **is it?**



How do the pros sink a 3 for the 3?



Take it to the paint with dunks that rock the rim.



How early season did the greatest graphics hit hardwood?



GLEN RICE,
CHARLOTTE HORNETS

GAME BOY color



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Highly entertaining!

Chameleon Twist



THE KARMIC CHAMELEONS ARE BACK FOR ANOTHER TONGUE-LASHING IN SUNSOFT'S CHAMELEON TWIST 2!

A charming, color-changing chameleon clutches coins while crazy carnivorous contraptions chase him. Wow, even the story of Chameleon Twist 2 is a tongue twister! Along the way, collect coins and carrots to play clever minigames and earn cute costume changes of red, gold and green.

Training Rooms

For a chameleon lost in the Lands of Wonder, every day is like survival. The quest is going to put your chameleon's tongue through the wringer, so try the training rooms to give that mouthy muscle a workout. Only after you're comfortable with your kicking skills should you set off for adventure. You can enter the training rooms during the game, but it's recommended that you master the rooms before setting out.



Throughout Chameleon Twist 2, you must gather hard-to-reach carrots if you want to play a variety of fun minigames like gymnastics and bowling.

Room 1



Tongue 101 This tongue and groove pair will teach you how to lick your way across dangerous platforms. Take on... there's no time not to break your tail.

Room 2



Falling 101 Pup gives the pursuit as you fall off the ledge. Hold down the Z Button to keep the chute open while gliding from balloon to balloon.

Room 3



Tongue 201 Start a tongue revolution! Use your licorice licks on to licks and flip your way from one side to the other.

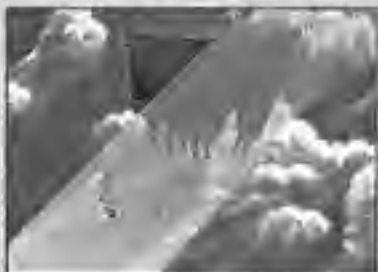


Stage 1 Sky Land



The way out of Sky Land is just a hop, skip and a slither away! The floating platforms are hazardous to a proless chameleon because, needless to say, the only way to go is down. Watch out for the deceiving appearance of your foes—the flowers and ladybugs in Sky Land are far from friendly. But if you keep your feet on the ground and your tongue in the clouds, you'll make it through just fine.

HIDDEN ITEMS



Somewhere over the rainbow you'll find a star waiting for you. Be careful not to slip, because Surosoft didn't pack in a spatula.



The ladybugs sure do look tasty! Unless, your tongue and spear as many of the ladybugs as you can shove in your mouth. When others approach, spit the bugs at them one at a time with the Z Button or all at once with the B Button.



You can rely on your jumping prowess while you'll at windmills, but a chameleon should always be safe rather than sorry. Use the parasol to break your fall.



The twirling leaves kick up a gust of wind to blow your lizard into the wild, blue yonder. Use your tongue to latch on to the poles and rainbows and slay yourself to safety.



A dandelion guards the stairs. The steps will alternate between being level and slanted, but your feet have enough traction to set up the stage.



Watch the holes on this bridge for spikes. When you reach the center platform between the bridges, wait for another platform to slide beneath it. Ride that platform to a floating island of power-ups.



The skills you learned in Training Room 3 will help you lick these poles. Flip to next ledge to avoid falling.



First, take the right platform. From the second log, jump on the right pad. At the height of your ride, jump to the south and use the parasol to float to the third log. Take the right platform to exit the area.

Mushroom Macarena



When the mushroom with the maracas unleashes his tiny armies, suck them up and spit them back at the Portobello-faced brute.

Stage 2 Carnival Land

The Circus is usually fun for all, but there's no time for clowning around. The high-flying action under this big top is just to keep your chameleon on its toes. Be on the lookout for frenzied french fries, two team cones and other roustabouts that want to put an end to the greatest chameleon show on earth. The ringmaster is a bulging burger that thinks chameleons go best with ketchup and pickles.

HIDDEN ITEMS



The circus workers have hidden special items such as coins and hearts under awnings and high above castle walls.



Race across the teetering platform to reach the elusive coins perched on tall towers around the arena.



These 2-D rabbits look a little suspicious. Suck up a few gilled octopus bulbs with your sassa sponge and spit them one by one at the hare-trained signs. The funny billboards will topple over and form a bridge for you to jump across.



The Ferris wheels are treacherous to a gravity-bound chameleon. Use the parasol to float from car to car and collect the coin floating high above the tired Ferris wheel.



The little chameleon that could needs to follow the train tracks to the very end where a carrot awaits.



Slide through the air with ease on the flying trapeze. Swing on to the first bar from a distance and use your sassa to grab the second bar. A cunning hidden holey the far platform.



The roller's require a steady thumb. Hit on the first roller and slowly walk in the opposite direction so you can sit on top. If you are too hard, you will fly into the oblivion.



Big Mack



This condiment-splawing burger eats chameleons with relish. Suck up a few miniburgers and spit them at the Big Kahuna.



Conventional wisdom states: Never, ever stick your tongue in a frozen pole. But you'll have to bend that unwritten rule a little if you want to survive Ice Land. Slack platforms can send you over the edge, so use poles to keep your footing. The final challenge is a wacky walrus with spiked wheels that wants to turn you into a chameleonsicle. Talk about your fungus depression!

HIDDEN ITEMS



You will discover coins and hearts on top of the skylifts. Take the time to go around the lift twice and collect everything.



Moving walls will push you into snow lakes. One touch from a base will turn you into an ice cube.



You cannot continue until you have licked the four snowball kids. Give your tongue some torque and gulp down the kids' snowballs, then spit them back at the little nasties.



Use the glaciator for shelter from the storm. Each glaciator contains a special item to help you on your journey.



It's a hockey game, and guess who's the puck? A carrot is hidden behind the goalie's net.



I Am The Walrus



Swallow the walrus's snowmen and belch them back at him. The walrus will motor after you, so keep moving!

Plot Twists

The story picks up as you start working your way toward the factory for Ice Land. You can't reach your goal until you've got your tongue back. The new twist? The factory turns up just as mysterious as the original adventure, but the approach is a bit more... unique. It's a long, winding, and... funny.

Stage 4

Great Egg Land



Great Egg Land is a kawaii-themed maze that gives you a lot of fun as you battle through challenges you'll never want.

Stage 5

Toy Land



Toy Land brings you a fun twist of surprises as the new twist is a surprise. Which way? With a pack of play things!

Stage 6

Pyramid Land



Pyramid Land is scary enough to send the chameleons full back to their mummies.

CaliforniaTM SPEED

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If the streets of San Francisco Rush and Cruis'n World merged, this would be the result. To prepare for it, stay ahead of the curve by filling your glove box with some L.A. confidential time-saving tips on conquering Cali.

California Here I Come

Though its name sounds suspiciously similar to "San Francisco Rush," California Speed isn't quite like its fellow highway racer. With roadways devoid of Rush's trademark outrageous stunts and exploding cars, California Speed nevertheless tears up the Golden State's streets with large-than-life courses and bizarre vehicles rolling through UFOs and under our name. And those alone could make Speed a California dream.





To Live and Drive in L.A.

Do you know the way to San Jose? You'll find out soon enough if you undertake any of California Speed's five grueling series of race competitions. Each season is scored on the game's weekly

basis (usually equivalent to a few courses), and you'll be disqualified from the series only if you fail to rank first (or better overall) for any week.

Light



Compact cars, including tria golf cart and forklift, are eligible to race in the Light Series, a multiweek championship that will take California speedsters across the state, beginning with the Silicon Valley course.



State



In the State Series, you can race in almost any of the game's cars, regardless of classification. With the roads open to more vehicles, the series could curb any driver's dreams of snagging the Golden State gold.



Sport



While the regular Single Race tracks take you from point A to point B, two looped tracks—Fuj and Clover—await in the Sport Series, a classification restricted to the sleeker cars and Mt. Dew pickup.



California Cup



Up to two players can race simultaneously in any Single or Series Race, and the California Cup is the toughest of all, since you must place third or better in every race or you'll have your driving privileges revoked.



Heavy



The Heavy Series weighs in with the special San Andreas course. And don't blame yourself if its broken roads make for cumbersome travel—it's either your heavy car's fault, the San Andreas fault or the asphalt.



ROAD
CLOSED

Go California-Speed Racer, Go!

They say nobody walks in L.A., which is probably why California Speed rolls out a fleet of diverse vehicles to save you from your pedestrian ways. Falling into one of three categories, the cars each have a size series tailored to their class.

Light

1. **INSECT** As cute as a bug, the Insect is one of the better balanced vehicles in the Light class.
2. **AMC 20** What the sporty compact lacks in acceleration, it makes up for in nimble handling and quick turning.
3. **GOLF CART** While it's speedier off road, the golf cart still puts along at a good pace on paved streets.
4. **SQUIRREL** As its name suggests, the hatchback has squirrely steering, making it a prime candidate for roadkill.
5. **FORKLIFT** Surprisingly fast with tight cornering, the forklift is narrow enough to squeeze through packs of cars.
6. **HOPPER** The convertible Hopper is sluggish at the get-go, and its steering is quite sensitive to boot.
7. **FAIRCHILD** Its steering wheel is on the right like a U.K. car's, and its fine-tuned handling makes it a jolly ol' ride.



Sport

1. **SPORTSTER** Its license plate reads SPEED, and that's what the quick, but wobbly, car delivers.
2. **MUSCLE** The green '70s Muscle machine shapes up when it exhibits its strengths of high speed and tight handling.
3. **486SE** Though it accelerates at a moderate rate, the 486SE can quickly cover lost ground with its high top speed.
4. **PREDATOR** With superb handling and an average speed hovering around 170 mph, the Predator is a car to be hunted.
5. **MANO** The sleekest of all the Sport cars, the Mano is also one of the fastest in the California Speed roster.
6. **FIVE OH** Good guys don't finish last. In the cop car, you'll easily overtake other cars and keep first place.
7. **MT DEW** Do the Dew if it's handling you're after, because the truck sports grippy tires but moderate acceleration.



Heavy

1. **DOZER** You could doze asleep at the wheel in the Dozer, since the vehicle has trouble reaching speeds past 170 mph.
2. **CONVERT** Entirely souped up with fars, the convertible test-tails around corners, but sails and accelerates swifly.
3. **SLED** It's a lowrider, but that's all that ranks low. Its acceleration and handling rank somewhere in the middle.
4. **BAJA** Better for off-roading, the pickup will often play catch-up since it takes it a while to reach fourth gear.
5. **OL' TRUCK** The Baja's older relative, the Ol' Truck handles like a ton, with feeble controls and slower speeds.
6. **CAMPER** You'll have to switch to a higher viewpoint in the winnie, since its wide load will obstruct your sight.
7. **SEMI** The big rig starts off slow, but its rugged handling and off-road abilities will keep you ruckered.





The Road Rally through Cali

Single Race Mode features nearly a dozen one-way courses complete with oncoming traffic and the obvious tourist attrac-

tions. And while not every sight was made for racing, you'll find yourself blazing through malls and roller coasters.

Monterey



Before you reach the beach, swerve left in front of the black-and-yellow signs to take a less scenic, but easier-to-navigate, detour.



Once you pass the second checkpoint on your detour, decelerate and turn sharply left to rejoin the other cars on the beachfront path.



The Monterey Aquarium's exit forks into two paths at the end of the glass tunnel. The left passage will give you the inside track.



The grassy greens are the golf cart's home turf, and the caday car will pick up speed if you drive it on the well-manicured lawns.

Silicon Valley



Take the 237 West exit (the first off-ramp to the right), then hang a 90-degree right at the intersection to take a backroad shortcut.



At the black-and-yellow sign, swerve left across the lawn, then veer left off the overpass when you reach another black-and-yellow sign.



In the final stretch, you'll roll into the psychedelic circuitry of a computer. Or could it be the set of an Intel commercial?



When you approach the circuit board's orange tunnels, plug into the one on the far left to stay on the inside of the upcoming curve.

Highway 1



Highway 1 begins with a narrow straightaway, so choose a car with quick acceleration to edge past the pack and cut off the competition.



As soon as you emerge from the redwood forest, veer right to take the sandy off-ramp that leads to a shoreline shortcut.



While beachcombing, follow the tire tracks scarring the shortcut's sandy path that will eventually lead you back to the highway.



The poolside road will fork into a figure-eight beyond the tree-lined gravel road. Follow one of the S-curves to avoid the water.

San Francisco



Before starting, move the camera up so it's looking down on your car. This view will enable you to spot the gaps in the bridge at the beginning of the course.



To avoid hitting oncoming traffic, be prepared to swerve as soon as you recover from being launched by SF's hilly neighborhood streets.



Rather than plunging you into the Golden Gate Bridge's streets, the game sends you over the traffic—via the bridge's suspension cables.



California Speed puts the "Rapid" in Bay Area Rapid Transit. To keep your tunnel travel rapid, beware of oncoming BART subway cars.

Central Valley



When the left shoulder's texture changes into a light-brown sandy surface, turn left to follow the grassy path through a barn, but not a farmyard debut.



Beyond the train tracks, the road bends left. Since you'll become airborne when you roll over the train crossing, steer left before launching so you'll land in line with the curving road.



Once your tires meet the street after cutting air from your jump off the railroad ramp, watch for the red barn. When you see it in the distance, the left fork shortcut will be near.



Like, eagle me with a spore! Your race in the Valley ends in a two-story mall, but you'll have no time to barge out, so save seconds by keeping your spore on the main floor only.

Santa Cruz



Santa Cruz is famous for its surfing, but in California Speed, it's known for having some of the game's sharpest turns. The first crucial one is at the edge of the city, so decelerate and turn right.



After the first 90-degree right, you'll eventually speed toward a black-and-yellow sign. Swerve right, then immediately swerve left to navigate the zag in the severe switchback.



The zigzagging boardwalk has one checkpoint only. Immediately after you cross it, be ready to hang a sharp right in front of the black-and-yellow signs pointing you back into town.



At the Santa Cruz Beach Boardwalk, your car will roll onto a roller coaster. Just don't throw your hands in the air when you scream "whoa"—you'll need them to steer on the twisting tracks.

San Diego



The opening stretch of highway curves, but you can cut a straight path under it by heading down the right off-ramp just past the twin domes to the right of the road.



Though it's called California Speed, the game will take you out of the state and into Mexico. After crossing the border, swerve left before passing under the green highway signs.



At the submarine, the road forks to flank the vesceff's port and starboard sides. The left route is a bit out of the way, so cruise down the right path to shorten your travel time.



Pink-roofed buildings line the swaking home stretch. To slither ahead, drive along the grassy shoulder to skim as close to the inside of the curve as possible.

Los Angeles



The course forks near the starting line. If you cut onto the off-ramp at the right marked with the green Santa Monica/LA Airport sign, you can jet ahead of those who stick with the left path.



The happy-face sign at the Foxed gas station marks the entrance to the freeway at the top of the hill. When you merge onto it, cruise along the right corner path leading to the L.A. Airport.



When you race into the bed of the Los Angeles River, it's Terminator 2, avoid driving in the middle where the pitted surface is filled with water. Instead, travel near the riverbed's walls.



Your tour of L.A. flashes in a Hollywood backlot, where soundstages and building facades line the main street. To wrap up the production quickly, cut across the right shoulder beyond Studio E.



Mt. Shasta



After rounding the wide right turn of the cooling stretch, pull into the left (unpaved) shoulder to take an off-road detour that will help you cut corners on Mt. Shasta's curving highway.



A straightaway leads you out from under the tiny stone overpass before the road begins to turn to the left. As you round the bend, veer to the right shoulder for another off-road detour.



Inside the volcanic caverns of Mt. Shasta, the road will split into a left and a right path. Two black-and-yellow signs mark the fork, and you're better off swinging to the left when you reach it.



Why drive through a mountain? Because it's there. And to keep the visco line, cruise down the right path when the subterranean road forks a second time inside Mt. Shasta.

Mojave Desert



After you've passed the California Speed tailboards, your course will begin to curve to the left, but you'll be able to pull into a sandy and shorter detour on the right shoulder.



The driveway to Fort Mojave leads to a hill where helicopters hover nearby. When you land on the overpass they're anchored to, drive off the left edge to zip a shortcut through the base.



When you first touch down after your plunge off the Fort Mojave overpass, you'll be able to keep or steal the lead by entering a tunnel that travels beneath the Mojave Desert.



The truth is out there: N64 game developers love to put Roswell aliens in their games. For a close encounter with some, probe the desert road to enter the living saucer.

Yosemite



Though it's discouraged in real life, driving on a national park's greenery is recommended in this game. Once the race begins, veer right onto the grass to make a beeline through the opening turn.



If you cut across the grass and turn wheel's, avoid getting entangled in a log jam by keeping an eye out for the log cabins lining Yosemite's parkway. Hint: you can stop you in your tracks.



Choose a vehicle that travels well on unpaved roads, as you can cut many of the course's corners by driving on the shoulders and rolling through the woods.



When you reach the zigzagging road that crosses the river, get your wheels wet to soak in a wide manageable route. By following the river, you'll be able to cruise along a virtually straight path.





Konami hasn't published a video hockey game for a Nintendo system since they released the original *Blades of Steel* for the NES back in 1988, but with *NHL Blades of Steel '99* for the N64, they're making up for lost time in a big, big way!



BREAKING THE ICE

Konami may be the developer come-lately to the N64 hockey party, but they'll have no trouble breaking the ice with *NHL Blades of Steel '99*. This game has everything you'd expect from a first-class hockey sim, including real NHL players and teams, four game modes for up to four players and 23 tweakable in-game options. *Blades of Steel* also

boasts accurate, real-time commentary (what do you expect from the makers of the *International Superstar Soccer* series!) and realistic skating physics. While the play control does lean toward the sim side of the gaming spectrum, you can tweak *Blades* enough to suit both rookies and seasoned pros alike.



In *Blades*, the skating physics are a bit different from what you may find in more arcade-style hockey games. With the realistic physics, it takes time to build up speed, and you must work with your momentum to maneuver around the rink.



COOL MODES

Besides challenging the computer on your own, you can play with or against other human players in any configuration, including two-on-two, three-on-one, four-against-the-computer and so

on. You can choose sides before the opening face-off, and you can switch sides at any time. You also have your pick of four game modes, so there's no shortage of on-ice action.

QUICK PLAY



If you want to skip all the fussing with options and just go straight to the good stuff, then the Quick Play Mode is for you. The computer always defaults to a one-player game in this mode, but you can pause and add in other players before the face-off.

EXHIBITION



This is a standard, single-game challenge. You have access not only to all of the regular programs, but to the NHL North American and World All-Star squads as well. You can also use any of the Team Management options, which we'll explain in more detail later.

SEASON



In this mode, you have a choice between a short, 26-game schedule, an 82-game season based on the actual '98-'99 NHL schedule, and an 82-game schedule that the computer generates at random. If coaching is more your thing, you can have the computer simulate any or all of your games for you, generating scores and stats based on the players, lines and strategies you select. Of course, the odds for a winning season are much better if you take direct control once in a while.

PLAYOFFS

If you don't have time for an entire season, but you still want to savor the thrill of winning the Stanley Cup, then head for the Playoffs Mode. You can either use the teams from the '97-'98 playoffs or pick 16 squads of your own. In both Season and Playoffs Modes, you always have the chance to include up to four human players before any game begins. The computer can also simulate games in this mode, but that wouldn't be anywhere near as much fun, would it?



ON AND OFF THE ICE

There are 23 in-game options that you can set and save in a Controller Pak, including five game speeds, five difficulty levels, multiple penalties and manual or automatic line changes. Between games, you can be coach and general manager, setting strategies, editing lines, trading players and drafting free agents. In a nod to fantasy league fans, there are no limits on trades or drafts, except that you must have a minimum of 18 players on your active roster.



When you change the Option settings, you have a chance to save them to a Controller Pak. If the Pak is plugged in when you turn on your game, your settings will load automatically.



There are seven camera angles, including two TV views, four sideline views and a behind-the-player view. The last one is the most difficult to use, but it puts you right in the action!



You can trade any player for any player, without restriction. If you're a stickler for realism, though, you can make up your own trading rules, perhaps based on player skill points.



OFFENSIVE STRATEGY

Before or during a game, you can select two offensive strategies for your team to follow, one from the Even and one from the Power category. The Even strategy is used when both teams have

an even number of players on the ice. The Power strategy comes into play when the other team is short-handed because one or two of its players are in the penalty box.

EVEN PLAYS

SET



The default Even play is the Set play. In the Set play, your forwards are not limited to specific zones. They improvise and try to take advantage of whatever is happening on the ice.

COMBINATION



In the Set Play, your forwards set up to open for shots. The puck is around as they see fit. In the Combination strategy, your players can move around but tend to stay near their set-up points.

TRIANGLE



The Triangle strategy is designed to keep your center in the attack zone. The right and left wings hang back to intercept the puck, then pass it up to the center for the shot.

SLOT PENETRATION



This play is much like a basic slot play. The right or left wing drives the puck up the sideboard while the center comes up the middle. The wing then passes to the center for the shot.

POWER PLAYS

UMBRELLA



In the Umbrella play, all players fan out around the rink. Whoever grabs the puck then charges to the goal to take the shot. Other players may also charge in to support the shooter.

COMBINATION



Combination works the same as an Even play and as a Power play except as a Power play, the forwards are much more aggressive. The players are also a bit more likely to move around.

OVERLOAD



Overload plays the same as Slot Penetration, except that the wing goes in to support the center. If the wing deflects the shot, the center and the wing can try to hit it on the rebound.

SHOOTING



With the Shooting play, anyone who picks up the puck tries to take a long-range slap shot. If you wish, you can plant yourself near the goal to pick up any deflected shots on the rebound.

DEFENSIVE STRATEGY

Defensive strategies are also broken down into two categories: Even and Penalty Kill. Even is, of course, when both teams have the same number of players on the ice. In a Penalty Kill situation,

your team is short-handed because of penalties. There are minor and major penalties, each resulting in a different amount of penalty time.

EVEN

ZONE



When the Zone play is called, each of your players patrols a specific area in front of your goal. This is a good strategy to use when you and your opponents are at about the same skill level.

BOX PLUS ONE



The Box Plus One play establishes one large square zone in front of your goal. The wings and defenders each guard a corner of the box, while the center is free to roam anywhere inside it.

MAN TO MAN



With Man to Man, each player picks a specific opponent to guard. You can skate around the rink and lend a stick where needed, but remember that you're usually leaving a opponent wide open.

POSITIONAL



The Positional strategy combines the Zone and Set plays. Each player stays in a specific point, and though he or she may still have to chase, he'll return to his starting point.

PENALTY KILL

DIAMOND



The Diamond play is the play to call when you're down by two men. This gives good defensive coverage along the sideboards and up the middle, making the best of a bad situation.

PASSIVE BOX



The Passive Box can be used when your opponent has a strong center but weak wings. When the center comes into your defensive zone, your players come together and focus on him.

POSITIONAL



This Positional play is the same as the previous one, except that the center is treated and reassigned to be in penalty box. If you're down by two players, you'd best be pick a different play.

AGGRESSIVE BOX



The Aggressive Box can be used when your opponent has a weak center but strong wings. If the wings approach your defensive zone, your players fan out to the sideboards to intercept them.



PRO TACTICS

Picking offensive and defensive strategies is obviously important, and you shouldn't hesitate to change them whenever the situation in your game changes. You should also pay attention to the

many other tactics and options that are open to you, both on and off the ice. You never know what will give the edge in a game, in a season or in the playoffs!

CONTROL YOURSELF



Learn how to control your players and make their momentum work for you, especially when checking your opponents or sweeping around the rear of their goal for a surprise shot.

PASS THE PUCK



Hogging the puck won't get you anywhere, except maybe to the hospital after a few big checks. This AI in this game is quite good, and you can trust your teammates not to make huge mistakes.

GET IN LINE



Having your line changes set on automatic is less of a hassle, but operating them manually gives you more strategic control, especially if you customize them for specific situations.

FACE-OFF



In a face-off near your opponent's goal, try to pass and shoot as soon as the puck drops. On the lower difficulty levels, you can often score a quick-and-dirty goal this way.

WRITE THOSE CHECKS



No one claims that hockey is a gentlemanly sport. Checking opponents is encouraged, but save the illegal ones for desperate situations. Don't send yourself to the penalty box needlessly.

GOALIE ON THE GO



If your goalie has stopped a shot but is being crowded by opponents, press B to pick up the puck. Better to have a face-off than to risk trying to deflect another shot at close range.

FRONT LINERS



Players are rated in six skill categories: Skate, Shot, Stick, Spirit, Fight and Stamina. Use these ratings to edit your lines and pick the best players for each position and play.

TRADING UP



Even if you're a stickler for realism, take advantage of the liberal trade policy. Make that dream trade you've always wanted, then balance it by replacing or dropping other players.

FREE OF CHARGE



Use 'em or lose 'em. Just because they're free agents doesn't mean they're second-rate. There are skilled veterans and promising rookies here, so sign 'em before someone else does.



TEAM BY TEAM

Like players, teams are also rated in six categories. Except for the All-Star squad, the teams are listed from best to worst by conference. Start in the top-left corner of the chart, then go down each column. While you can use these charts as guides, remember that any team can take the Stanley Cup with the right kind of playing and coaching.

EASTERN CONFERENCE

NEW JERSEY

NEW JERSEY DEVILS



SKATE	42
SHOT	36
STICK	29
SPIRIT	46
FIGHT	16
STAMINA	58

1

BOSTON

BOSTON BRUINS



SKATE	48
SHOT	37
STICK	27
SPIRIT	38
FIGHT	16
STAMINA	57

5

N.Y. ISLANDERS

NEW YORK ISLANDERS



SKATE	43
SHOT	48
STICK	32
SPIRIT	43
FIGHT	18
STAMINA	54

10

BUFFALO

BUFFALO SABRES



SKATE	45
SHOT	37
STICK	41
SPIRIT	38
FIGHT	19
STAMINA	54

6

TORONTO

TORONTO MAPLE LEAFS



SKATE	42
SHOT	34
STICK	31
SPIRIT	34
FIGHT	17
STAMINA	55

11

PITTSBURGH

PITTSBURGH PENGUINS



SKATE	43
SHOT	49
STICK	38
SPIRIT	35
FIGHT	14
STAMINA	52

2

MONTREAL

MONTREAL CANADIENS



SKATE	41
SHOT	36
STICK	35
SPIRIT	36
FIGHT	21
STAMINA	55

7

N.Y. RANGERS

NEW YORK RANGERS



SKATE	43
SHOT	35
STICK	35
SPIRIT	46
FIGHT	18
STAMINA	52

12

PHILADELPHIA

PHILADELPHIA FLYERS



SKATE	48
SHOT	48
STICK	33
SPIRIT	42
FIGHT	21
STAMINA	51

3

OTTAWA

OTTAWA SENATORS



SKATE	47
SHOT	36
STICK	32
SPIRIT	41
FIGHT	17
STAMINA	47

8

FLORIDA

FLORIDA PANTHERS



SKATE	38
SHOT	34
STICK	28
SPIRIT	33
FIGHT	19
STAMINA	58

13

WASHINGTON

WASHINGTON CAPITALS



SKATE	46
SHOT	48
STICK	29
SPIRIT	29
FIGHT	17
STAMINA	68

4

CAROLINA

CAROLINA ROURAKES



SKATE	48
SHOT	35
STICK	28
SPIRIT	32
FIGHT	19
STAMINA	53

9

TAMPA BAY

TAMPA BAY LIGHTNING



SKATE	43
SHOT	31
STICK	31
SPIRIT	36
FIGHT	25
STAMINA	55

14



DALLAS



PHOENIX



ANAHEIM



DETROIT



EDMONTON



VANCOUVER



ST. LOUIS



SAN JOSE



NASHVILLE



COLORADO



CHICAGO



WORLD ALL-STARS



LOS ANGELES



CALGARY



N. AMERICAN ALL-STARS



RAMPAGE 2™

UNIVERSAL TOUR

© 1999 Midway Games Inc.



A game doesn't need to be complicated to be good, and in the case of Midway's Rampage: Universal Tour, simplicity is bliss! Making like Godzilla and flattening a city is still fun, but this time the entire universe is on the menu and some new friends are joining you for dinner.

STOP ME IF YOU HAVE HEARD THIS ONE BEFORE

The first Rampage was an arcade staple in the '80s. Featuring fantastic game play and a gallery of splendid characters, it pulled in quarters faster than George could crush a building. In Rampage: Universal Tour, the sequel to last year's popular World Tour, the same game play that made the original so great is back, but not only do you take on the universe after smashing earth into a pulp, this time you've got some new carnivorous colleagues along for the ride.





YOU'RE GONNA NEED SOMEONE ON YOUR SIDE

Devouring the universe requires a healthy appetite, so to help you with this smorgasbord. But if you're feeling gluttonous, the one-player mode is just as tasty.

LOUDER THAN BOMBS



You need to crunch each stage before bombers arrive and blow everything up, but don't hesitate to enjoy a human or vehicular snack when the craving strikes.

A PUSH AND A SHOVE



You can use your fists of fury on each other as well as the cities. If another monster is near a power-up that you're hungry for, knock 'em out of the way.

PANIC



There is no "I" in team. To finish stages faster and reap big bonuses, work together to stomp each city into oblivion and leave the bickering to the humans.

BIGMOUTH STRIKES AGAIN

Round up the usual suspects! Rampage's classic cast of characters is back for another loving spoonful, but this time, the roster is bolstered

by the inclusion of some new mouths to bite the hand that feeds them. Choose the monster with the skills you need the most.

RALPH



Teen wolf Ralph was a sweet and tender hoiligan before undergoing his transformation. He may be fast, but he's not good with heights.

GEORGE



Toxins returned this charming man to his evolutionary roots, and like his kingly kong cousins, he can climb buildings with expertise.

LIZZY



Reptilian Lizzy can quickly ascend buildings, but her weak punches hinder her destructive capabilities and leave her green with envy.

CURTIS



Buck-toothed Curtis can scramble around town with ease, but his punching skills can hardly put a dent in the local attractions.

BORIS



This two-eyed, one-handed, purple people-eater sure looks strange! Boris's meathooks pack a punch, but his climbing skills are lacking.

RUBY



Ruby's been known to get a little crabby when things don't go her way. She is the most well-rounded mutant, with equal skills in all departments.

MYUKUS



Myukus may not be fast on his feet, but he can scale a building and knock it down with unequalled proficiency.



THE END OF THE WORLD AS WE KNOW IT

Laying the planet to waste sure does work up an appetite. While you nibble fleeing humans, don't forget to pick up the belongings they leave behind. Most are worth points, but a few will either enhance your strength and stamina or extend your time.

ITEM

VALUE

HOUR GLASS.....	EXTENDS TIME
BILLS.....	100 pts.
CREDIT CARD.....	1200 pts.
TEDDY BEAR.....	SECURITY BONUS
CHAIR.....	100 pts.
CHAIR & DESK.....	100 pts.
T.V. SYSTEM.....	100 pts.
DOLLAR SYMBOL.....	200 pts.
BOXING GLOVE.....	MORE STRENGTH
BED.....	100 pts.
PIGGY BANK.....	100 pts.
PURPLE CHAIR.....	100 pts.
JUMBO JET.....	DROPS FOOD
TAN ROUCH.....	200 pts.
DOLL.....	SECURITY BONUS
STEREO SYSTEM.....	800 pts.

CREDIT CARD



If you're playing for points, the credit card will be your most cherished prize. It's doubtful, though, that FEMA takes plastic.

BOXING GLOVE



With hand in glove, you'll be temporarily granted superhuman strength. You'll feel the extra power surging through your veins as you ravage entire floors with a single blow.

IT'S GLOBBERIN' TIME!

LIVING IN AMERICA

Wouldn't the Space Needle, Empire State Building and Alamo make an excellent club sandwich? Stomp the amber waves of grain while tearing up America the beautiful.

URBAN CHECKLIST

SALT LAKE CITY	ST. LOUIS
DENVER	MIAMI
SEATTLE	MEMPHIS
SAN FRANCISCO	ATLANTA
LOS ANGELES	CINCINNATI
BONUS ROUND	CLEVELAND
SAN DIEGO	CHICAGO
LAS VEGAS	PITTSBURGH
PHOENIX	BONNIE SPRING
DALLAS	DETROIT
SAN ANTONIO	PHILADELPHIA
BONUS ROUND	BOSTON
HOUSTON	WASHINGTON D.C.
KANSAS CITY	BONNIE SPRING
NEW ORLEANS	NEW YORK



SEATTLE



The Emerald City is a mere appetizer. While you climb buildings, don't forget to punch straight down and smash cars that drive by.

LAS VEGAS



The city of sin is about to be taught a lesson. Stand on top of Vegas resorts to bash copters out of the sky.

BONUS ROUND



Earn power-ups in the bonus rounds by proving your monstrous might. Destroy as much of this building as possible before time's up.

NEW YORK



In New York, you are the king of the hill and top of the heap. Jumbo jets drop food when you flick them to the ground.



PANIC ON THE STREETS OF LONDON

Ever since that jolly monkey George swallowed Big Ben, the English have no idea when it's tea time. Even with mutants mucking about and making a bloody mess, the English have a place in their hearts for tradition. Take in the sights of England, France and the rest of Europe on a field trip they won't forget.

URBAN CHECKLIST

MADRID	ROME
BARCELONA	ATHENS
MONTE CARLO	BONNUS ROUND
GENEVA	VIENNA
BRUSSELS	PRAGUE
BONNUS ROUND	WARSAW
PARIS	BERLIN
LUXEMBOURG	COPENHAGEN
AMSTERDAM	BONNUS ROUND
HAMBURG	STOCKHOLM
FRANKFURT	EDINBURGH
BONNUS ROUND	DUBLIN
MUNICH	MANCHESTER
ZURICH	BONNUS ROUND
FLORENCE	LONDON

MADRID



It's easy to fall in love in Madrid. It's also easy to swat bees off the streets and rack up bonus points.

PARIS



Tourism is France's biggest industry. Your Tour de France, though, doesn't leave much for the other sightseers to gawk at.

BONUS ROUND



Take a flying leap off the top of a building and flap your arms like mad in an effort to reach the farthest platform for bonus points.

LONDON



London Bridge is falling down, but you are definitely no fair lady. Kick at the base of buildings to weaken their structure.

BIG IN JAPAN

Godzilla's a pretty tough act to follow, but Lizzy and Co. have the skills to make a similar splash in Tokyo. Warm up your stomping feet with a tour through the rest of Asia. Put the "kong" in Hong Kong, the "bang" in Bangkok and while you're at it, why not leave a Shanghai surprise?

URBAN CHECKLIST

BEIJING	SINGAPORE
PYONGYANG	JAKARTA
SEOUL	BONNUS ROUND
SHANGHAI	BRUNEI
HONG KONG	MANILA
BONNUS ROUND	FUKUOKA
TAIPEI	OSAKA
KAOSHIUNG	YOKOHAMA
GUANGZHOU	BONNUS ROUND
HANOI	KOBE
RANGOON	NAGANO
BONNUS ROUND	SAPPORO
BANGKOK	SENDAI
PHANOM PENH	BONNUS ROUND
KUALA LUMPUR	TOKYO

HONG KONG



You'll get quite a jolt if you punch an electric sign, so be careful what you whack.

BANGKOK



Pesky helicopters and airplanes will buzz overhead. A quick swipe will bounce them to the ground.

NAGANO



Stand on top of buildings and press Down while jumping to destroy entire floors. You will sacrifice whatever goodies are inside, though.

TOKYO



Pilots make pretty sidewalk art if you tag their parachutes while they float by. Scrape them off the ground for extra health.



THE LAST OF THE FAMOUS INTERNATIONAL PLAYBOYS

If you're in the mood for a little international cuisine, you're in luck. Rampage allows you to revive that old jet-setting lifestyle and see the world, sampling its many fine foods along the way: Frenchmen, Russians, Canadians and Hawaiians.

URBAN CHECKLIST

DELI	NAIROBI
PERTH	ABU DHABI
MELBOURNE	BOULGARS
SYDNEY	CAIRO
HONOLULU	MOSCOW
BERMUDA	HELSINKI
MEXICO CITY	ISTANBUL
HAVANA	LISBON
PANAMA CITY	RIYADH
CARACAS	TORONTO
LIMA	CALGARY
SEATTLE	ANCHORAGE
BUENOS AIRES	VANCOUVER
RIO DE JANEIRO	BOGOTA
JOHANNESBURG	AREA 51



It's time to plunder Down Under! Use your fists to smash the short buildings. If you jump on them, the girders will bounce you into the sky.



Mexico City is full of crunchies and munchies. The skyscrapers contain the most items, so smash them first.



Get your dinner to go. If you're low on health, take a moment to chase down scurrying humans.



Alien defenses are strong in this fabled military installation. Eliminate them as quickly as possible.

INTERGALACTIC PLANETARY

Even the entire world isn't enough to satisfy George and his B-movie cohorts. Earth was a mere appetizer. It's time to move on to the buffet: the universe. Once they trounce the Solar System, the ragtag band of mutants shoves off to dine on the rest of the cosmos.



URBAN CHECKLIST

MOON	ORAPHEUS
MERCURY	SKINSONATI
VENUS	BONUS ROUND
MARS	LES VEEGES
PHOBOS	HOUSTEENK
BONUS ROUND	CORNHOLEANS
SATURN	SPAMBURGH
10	URANELPHIA
EUROPA	BONUS ROUND
NEPTUNE	NEWD YOKE
JUPITER	GARKENSLAW
BONUS ROUND	HELSINKI
HALLEY'S COMET	YOKOHAMA
URANUS	BONUS ROUND
PLUTO	FLACHULAS



You'll enjoy eating Mars, all the way down to its creamy nougat center. Watch out for space cruisers on bombing runs.



The metropolises of the cosmos crumble in the exact same way that earth's cities do. And those little green men give you just as much health.



Planetary defenders are stronger than those on earth. If you ignore them, their superior firepower will wear you down quickly.



Flachulas is the final stop on your universal tour. Who knows what will happen when you crash it.

MAGICAL TETRIS CHALLENGE™

COMPLETELY ADDICTIVE,
DECEPTIVELY SIMPLE,
OUTRAGEOUSLY
MICKEY!



2 modes of play:
Magical Tetris and Disney
LightSaber Tetris



Uncover a hidden story
from featuring Mickey,
Minnie, Goody, or Donald



Experience impressive
graphics & full-band-to-head
audio in 5.1 surround

Two classics, together
for the first time. The beloved
cast of Disney® characters enter
the magical world of Tetris®,
the world's most addictive puzzle
game, to challenge your mind...

It's deceptively simple...
just put the falling blocks into
place as they fall. Play as

Mickey, Minnie, Goody or
Donald as the mysterious story
behind the Magical Tetris
Gem unfolds. Battle Pete,
Weasel, the Big Bad Wolf...and

relentless falling blocks
to score Tetris wins!



CAPCOM

www.capcom.com



Just as the NBA jumps into action, Game Boy Color goes for two of its own: **NBA In the Zone** and **NBA Jam '99**. And now, Power gives you the scoop on which one of these dueling b-ballers delivers the goods.

NBA ONE-ON-ONE

NBA IN THE ZONE

Konami's *NBA In the Zone* emphasizes realism, which automatically sets it apart from the arcade-style of the *NBA Jam* series. Basketball simulations on the Game Boy are few, but *In the Zone* games the fan in what is to be expected from any future contender. Its winning animations and natural control make it the superior choice for handheld basketball fans.



© 1999 Konami

NBA JAM 99

After a more sim-like appearance on the N64, Acclaim's *NBA Jam '99* returns to its flashy, arcade roots on Game Boy Color. All the jazzy power-ups and blazing hoop antics are back, and they seem to be in good form. *Jam*, like *In the Zone*, can be played on a black and white Game Boy, but the dark graphic display makes for a frustrating basketball experience.



© 1999 Acclaim

FULL-COURT SHINE

IN THE ZONE

In the Zone serves up the better graphics of the dueling dribblers. While the players may be faceless, they still accurately portray human movement. Zone managed to squeeze in every team's home court, so it looks like you're actually playing in the appropriate arena. The colors are bright and crisp, but when the action gets furious, it's easy to lose track of the ball or the player you are controlling.



NBA JAM '99

NBA Jam's pixelated hoopsters are just as generic in appearance, but they lack the animation of Zone's players. All of Jam's games are played on the same court, which adds to the static feel of the game. With only four players on the court, however, it is easy to keep your eye on the ball (Jam's ball is colored bright orange as opposed to Zone's brownish sphere) and the player who is dribbling it.



HOW THE GAME IS PLAYED

IN THE ZONE

Five-on-Five Simulation

In the Zone strives for realistic basketball action by plunking you in the middle of frenetic five-on-five simulation play.

Zone allows you to choose five players from a 12-man roster, giving you the freedom to storm the opposition with a winning combination of skill and grace.



NBA JAM '99

Two-on-Two Arcade Style

NBA Jam's patented two-on-two action provides a more arcade-style feel. You can choose your two shooters from a five-man roster, featuring the best of each NBA team. The simple game play mechanics allow you freedom from having to manage an entire team, letting you concentrate on what's really important: stuffing the ball through the hoop.



MODES, GLORIOUS MODES

IN THE ZONE

NBA JAM '99

Exhibition

Test out your highrops in Exhibition Mode, a one-night only game that lets you choose your opponent and hit the court. Exhibition games have no effect on your seasonal standing.



Season

Basketball madness ensues when you begin a full season of play. Every jump shot, dunk and foul matters as you fight your way through the season in a valiant attempt to reach the playoffs. Flow the competition with moves you perfected while playing an Exhibition game. Playing a full season takes a long time; fortunately In The Zone sports a Save feature that lets you return to play in midseason.



Playoffs

You don't have the patience to sit through a seasonal Playoff Mode slam dunks you into the first round of an accurate representation of the playoffs, where glory is only a few games away.



VS/Game Link

Zone's best feature is that it lets you link up with another Game Boy Color and pound the court head to head. Human competition is always more exciting than matches against the computer.



Head to Head

Head-to-Head in NBA Jam is much like In The Zone's Exhibition Mode. Instead of playing an entire season, you can enjoy a quick basketball fix with a single Jam session.



Season

Season play is almost the same in both titles, with differences in three areas. After the schedule appears and shows you how far you are into the season, Jam displays which players you are about to go up against. While the two seasons include the same number of games, Jam seasons don't feel as long because of the brevity of each individual game. Also, Jam uses a Password feature to track your progress.



Playoffs

Jam's playoffs are set up exactly like in the Zone's, instead of skidding through an entire season, you begin at the first round of the championship and dunk your way to the finals.



Practice

Jam rebounds from the lack of a Versus Mode by offering Practice Mode, so you can get the hang of its fast-paced arcade style without the hassle of keeping the ball away from the competition.



DOWNTOWN OPTIONS

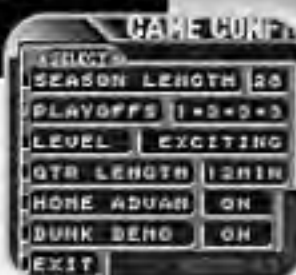
IN THE ZONE



NBA JAM '99

Game and Rule Configuration

In the Zone gives the player complete control over almost every aspect of the game, from the level of difficulty to the length of the each quarter. You can disable those pesky violations and turn off Zone's fantastic dunk demos. You can even reconfigure the number of games played in a season. Other options allow you to manipulate the shot clock and the number of games in the playoffs.



Home Advantage and Dunk Demo

One of Zone's most interesting features is Home Advantage. It's almost expected in basketball that playing in your home court gives you an edge over the competition. Zone addresses this aspect of basketball mythology in Options. You will notice a slight increase in your team's court skills at home. The Dunk Demo offers sweet close-ups of high-flying dunks.



Hot Spots and Power-ups

Jam's Options screen gives you the ability to add some interest with Hot Spots and Power-ups. Hot Spots are colored circles on the court that award bonus points when you shoot from them. If you activate Power-ups, they icons will randomly appear on the floor from time-to-time, giving you increased dunk ability, unlimited turbo and more! Power-ups may detract from the idea of fair play, but they bolster Jam's over-the-top feel.



Juice Mode

Turn up the juice and increase everybody's speed on the court. Hitting turbo while fully juiced will blast your player across the court. You'll be able to jam before the other team has time to blink.



Drone Skill and CPU Strategies

Changing the Drone Skill will affect the intelligence of your opponents. Leave their skills at one and run 'em over like a steamroller, or try to limit off an opponent at level five. You can configure the CPU's strategy so it approaches the game in different ways. Select from strong or mild defense, strong or mild offense, and balanced game play. Choose random if you want a surprise at tip-off.



WHAT A MATCHUP!

Here are last year's top five teams from our 2000 contributors. The left column shows which computers will increase your team's victory potential for NBA in the Zone, while the right column shows which pairing really knows how to last.

IN THE ZONE

NBA JAM '99



E A S T E R N C O N F E R E N C E

CHICAGO BULLS

They've got Jordan and Pippen, but might find a few more players like pretty girl LaRue in the Zone.



They could have a few players like LaRue who are really good in the Zone. Now it's time to get a few more.

MIAMI HEAT

It's a tough job, but you'll be the best if you add a player like away. Make them all! It's a tough job.



They're going to be your new Hammer and they're going to be your new Hammer. They're going to be your new Hammer.

INDIANA PACERS

The opposition will have a hard time keeping pace. They're going to be your new Hammer and they're going to be your new Hammer.



They're going to be your new Hammer and they're going to be your new Hammer. They're going to be your new Hammer.

CHARLOTTE HORNETS

Young, fast and powerful. They're going to be your new Hammer and they're going to be your new Hammer.



They're going to be your new Hammer and they're going to be your new Hammer. They're going to be your new Hammer.

ATLANTA HAWKS

They're going to be your new Hammer and they're going to be your new Hammer. They're going to be your new Hammer.



They're going to be your new Hammer and they're going to be your new Hammer. They're going to be your new Hammer.

W E S T E R N C O N F E R E N C E

UTAH JAZZ

The Jazz will dance to the sweet sound of a new song. They're going to be your new Hammer and they're going to be your new Hammer.



They're going to be your new Hammer and they're going to be your new Hammer. They're going to be your new Hammer.

SEATTLE SUPERSONICS

They're going to be your new Hammer and they're going to be your new Hammer. They're going to be your new Hammer.



They're going to be your new Hammer and they're going to be your new Hammer. They're going to be your new Hammer.

LOS ANGELES LAKERS

Los Angeles is going to be your new Hammer and they're going to be your new Hammer. They're going to be your new Hammer.



They're going to be your new Hammer and they're going to be your new Hammer. They're going to be your new Hammer.

PHOENIX SUNS

They're going to be your new Hammer and they're going to be your new Hammer. They're going to be your new Hammer.



They're going to be your new Hammer and they're going to be your new Hammer. They're going to be your new Hammer.

SAN ANTONIO SPURS

The Spurs will be your new Hammer and they're going to be your new Hammer. They're going to be your new Hammer.



They're going to be your new Hammer and they're going to be your new Hammer. They're going to be your new Hammer.

if
you were
me

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1998

NINTENDO POWER AWARDS

NOMINATIONS

Though we're already a few months into 1999, we're not ready to forget 1998. In our annual look back, we've nominated Nintendo's best of '98. Now it's your turn to make the final decision by voting.

AND THE 1998 NINTENDO POWER AWARD NOMINEES ARE...

Last year belonged to The Legend of Zelda: Ocarina of Time, which has nabbed a nomination in almost every one of our NP Award categories. But don't vote for it just because it's your favorite game—give each nominee a fair shake and judge the categories separately. As amazing as Zelda is, is its music as catchy as Back Rumble's? Is the game as inventive as the Game Boy Camera? You tell us. Vote and let us know.



THE LEGEND OF ZELDA: OCARINA OF TIME





BUST-A-MOVE 2



CHOPPER ATTACK



DEADLY ARTS



EXTREME G 2



SNOWBOARD FRENZY

AS GOOD AS IT GETS

Not every N64 game, Game Boy game or accessory could get nominated, but when you vote in the Power 500's[®] most esteemed category, you're free to determine the crown of the crop by choosing any five 1998 releases—even if they didn't win any nominations from us.

A. BEST RELEASE OF 1998

To vote, pick five selections from the "1998 Releases" section of the game list on page 129, then write their item numbers on the Player's Poll Card ballot.



ALL THAT'S FIT TO PRINT

"Author! Author!" you'll claim as a game's plot thickens to draw you deeper into the experience. Without a strong story, a game has little direction, and the player has little motivation. Which tale would you most want to curl up with?

B. BEST STORY

1. Banjo-Kazooie (N64)
2. Body Harvest (N64)
3. The Legend of Zelda: Ocarina of Time (N64)
4. Mission: Impossible (N64)
5. Pokémon (Game Boy)
6. Quest 64 (N64)
7. Space Station Silicon Valley (N64)
8. Star Wars: Rogue Squadron (N64)
9. Turok 2: Seeds of Evil (N64)

LOOKS AREN'T EVERYTHING, BUT THEY SURE HELP

The N64 Expansion Pack helped make the graphics of two nominees even easier on the eyes, but all of the titles deserve a good look. Since there's no personality category, we'll let you be superbly fit this time by letting you vote for the prettiest game.

C. BEST GRAPHICS

1. Banjo-Kazooie (N64)
2. The Legend of Zelda: Ocarina of Time (N64)
3. Madden NFL '99 (N64)
4. NFL Quarterback Club '99 (N64)
5. Star Wars: Rogue Squadron (N64)
6. 1080° Snowboarding (N64)
7. Turok 2: Seeds of Evil (N64)
8. WWF War Zone (N64)
9. Yoshi's Story (N64)



SPACE STATION SILICON VALLEY



GAME & WATCH GALLERY 2



STAR SOLDIER



GT 64: CHAMPIONSHIP EDITION



JOST'S KICKIN' BALLS



NICKELS & DIMES



THE VIDEO GAME VANGUARD

Ingenuity and originality pave the way for better things to come. Whether it's a new take on racing, photography or exploration, all of '98's visionary entries have not only paved the way, they've practically reinvented the asphalt.

D. MOST INNOVATIVE

1. Banjo-Kazooie (N64)
2. Body Harvest (N64)
3. Game Boy Camera
4. Glover (N64)
5. Iggy's Reckin' Balls (N64)
6. The Legend of Zelda: Ocarina of Time (N64)
7. Pokémon (Game Boy)
8. Space Station Silicon Valley (N64)
9. Wetrix (N64)

IF I HAD A RADIO STATION, THIS WOULD BE #1

Some games make you thankful TVs have a mute button, while others make you wish the volume knob could go to 11. From their symphonic swells to drum-and-bass loops to rock tracks with vocals, the nominations will be music to your ears.

E. BEST MUSIC

1. Banjo-Kazooie (N64)
2. Buck Bumble (N64)
3. F-Zero X (N64)
4. Game Boy Camera
5. The Legend of Zelda: Ocarina of Time (N64)
6. Star Wars: Rogue Squadron (N64)
7. 1080° Snowboarding (N64)
8. Top Gear Overdrive (N64)
9. Wipeout 64 (N64)

IS IT REAL OR ARE THOSE SOUND EFFECTS?

Top-topping music is but one aspect of audio in video games. Sound effects can add running sports commentary, spice samples, weapon fire and environmental ambience to the mix to give gaming an air of realism.

F. BEST SOUND

1. Banjo-Kazooie (N64)
2. BioFreaks (N64)
3. Body Harvest (N64)
4. FIFA '99 (N64)
5. The Legend of Zelda: Ocarina of Time (N64)
6. Mission: Impossible (N64)
7. South Park (N64)
8. Star Wars: Rogue Squadron (N64)
9. Turok 2: Seeds of Evil (N64)





MISSION: IMPOSSIBLE



MILO'S ASTRO LANES



NFL QUARTERBACK CLUB '98



GLOVER

THE BIG AGENDA DEPARTMENT

One minute you're racing, and the next minute you're exploring. Many of '98's releases introduced an ever-changing lineup of activities and approaches to keep game play fresh. What's your pick for the best one-stop genre jumble?

G. BEST GAME PLAY VARIETY

1. Banjo-Kazooie (N64)
2. Body Harvest (N64)
3. The Legend of Zelda: Ocarina of Time (N64)
4. Mission: Impossible (N64)
5. Nagano Winter Olympics '98 (N64)
6. Space Station Silicon Valley (N64)
7. Star Wars: Rogue Squadron (N64)
8. Turok 2: Seeds of Evil (N64)

MORE EXCITEMENT THAN A JACKIE CHAN FILM FESTIVAL

It's all about the thrill of the chase and the art of the duck. The following games got our hearts pumping, but we didn't have the heart to single out one winner. We'll leave that thrill to you.

H. BEST ACTION GAME

1. Buck Bumble (N64)
2. Forsaken 64 (N64)
3. Nightmare Creatures (N64)
4. Quake 64 (N64)
5. Space Station Silicon Valley (N64)
6. Star Wars: Rogue Squadron (N64)
7. Turok 2: Seeds of Evil (N64)
8. WCW/nWo: Revenge (N64)
9. WWF War Zone (N64)

LET'S HEAR IT FOR THE UNDERDOGS

Not every game enters with all the fanfare and hoopla of a Zelda game—some games catch us by surprise. A handful of criminally underrated and overlooked games have slipped by many people's radars, but we're zeroing in on them now.

I. SLEEPER HIT OF THE YEAR

1. Body Harvest (N64)
2. Buck Bumble (N64)
3. Fighter's Destiny (N64)
4. Glover (N64)
5. Snowboard Kids (N64)
6. Space Station Silicon Valley (N64)
7. Weltrix (N64)



NIGHTMARE CREATURES



QUEST FOR CAMELOT



MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.



VIRTUAL CHESS 64



THE NEED FOR SPEED DEPARTMENT

Not only the year of wrestling games, 1998 was the year of snowboarding games. But it's up to you to decide if one of the two wintry racers nominated is fast enough to catch the ice and make it into our final heat.

J. BEST RACING GAME

1. Cruis'n World (N64)
2. Extreme-G 2 (N64)
3. F-1 World Grand Prix (N64)
4. F-Zero X (N64)
5. Rush 2 (N64)
6. Snowboard Kids (N64)
7. 1080' Snowboarding (N64)
8. Top Gear Overdrive (N64)
9. Wipeout 64 (N64)

MOST VALUABLE PLAYERS

You may not be physically exerting yourself when you play sports games, but their sim action or arcade intensity will make you break a sweat nonetheless. And though only one will emerge as the winner, all will remain good sports in the matter.

K. BEST SPORTS GAME

1. All-Star Baseball '99 (N64)
2. FIFA '99 (N64)
3. Kobe Bryant in NBA Courtside (N64)
4. Madden NFL '99 (N64)
5. Major League Baseball featuring Ken Griffey Jr. (N64)
6. NFL Quarterback Club '99 (N64)
7. NFL Blitz (N64)
8. NHL '99 (N64)
9. Waialae Country Club: True Golf Classics (N64)

SUPPORTING THE MOB MENTALITY

What are friends for? N64 battle royals, that's what! It's always more fun to go head-to-head in a matchup with a real human than with an opponent with artificial intelligence, and nothing beats the Multiplayer nominees when it comes to party fun packed in a Pak.

L. BEST MULTIPLAYER GAME

1. Buck Bumble (N64)
2. F-Zero X (N64)
3. Forsaken 64 (N64)
4. Jeopardy! (N64)
5. Quake 64 (N64)
6. Rampage World Tour (N64)
7. South Park (N64)
8. WCW/nWo Revenge (N64)
9. WWF War Zone (N64)





HOLLYWOOD DOESN'T KNOW WHAT IT'S MISSING

Give your thumbs up to the best display of Nintendo cut scenes: sure, the motion picture segues leave you little time to finish a tub of popcorn, but they'll create a sense of drama, comedy or suspense that would make Spielberg take notice.

M. BEST CINEMA SCENES

1. Banjo-Kazooie (N64)
2. The Legend of Zelda: Ocarina of Time (N64)
3. Mortal Kombat 4 (N64)
4. Mystical Ninja starring Goemon (N64)
5. South Park (N64)
6. Space Station Silicon Valley (N64)
7. Star Wars: Rogue Squadron (N64)
8. Turok 2: Seeds of Evil (N64)

FOR EXPLORERS ONLY

By comparison, Lewis and Clark and Bill and Ted's adventures seem slightly less excellent. They never had to explore caves for Pokémon or pyramids for Jimon. Too bad. They would have had a blast, like we did.

N. BEST ADVENTURE GAME

1. Banjo-Kazooie (N64)
2. Body Harvest (N64)
3. Harvest Moon GB (Game Boy)
4. Legend of the River King (Game Boy)
5. The Legend of Zelda: Ocarina of Time (N64)
6. Mission: Impossible (N64)
7. Pokémon (Game Boy)
8. Quest 64 (N64)

NO LAUGH TRACK REQUIRED

If laughter is the best medicine, then these are the he-all and end-all console. Just don't take 'em in with a glass of milk, or it'll be coming out your nose when you hear the wisecracks of Gex, the irreverence of South Park, or the cheeky Brit tudes of Banjo and Silicon Valley.

O. FUNNIEST GAME

1. Banjo-Kazooie (N64)
2. Gex 64: Enter the Gecko (N64)
3. South Park (N64)
4. Space Station Silicon Valley (N64)





GADGETS, DOODADS AND WHATSITS

In a time that was patently inventive for Nintendo, 1998 unveiled new developments in hardware and accessories. Pikachu became a virtual pet and the N64 expanded its horizons. Which treble toy sparked your interest?

P. BEST ACCESSORY/DEVELOPMENT

1. ASCII Wheel 64
2. Game Boy Camera
3. Game Boy Color
4. Game Boy Printer
5. The NFL Blitz '99 arcade machine's N64 Controller Pak compatibility
6. N64 Expansion Pak
7. Pokémon Pikachu

LITTLE GAMES, BIG HITS

After nearly ten years in existence, the pint-sized portable is still going strong. While Game Boy was reborn in color last year, a majority of monochrome games earned nominations, proving that their game play is as appealing as anything under the rainbow.

Q. BEST GAME BOY GAME

1. Castlevania Legends
2. Harvest Moon GB
3. James Bond 007
4. The Legend of Zelda: Link's Awakening DX
5. Pokémon
6. Quest for Camelot
7. Tetris DX
8. Wario Land II

CHOOSING MY FAVORITE GAME

At least make this one exciting for us. Zelda's a shoe-in for top honors when we present the winners in May. To make the results somewhat less predictable, maybe you could show support for a game that doesn't star a guy in tights. But that wouldn't be fun. Or WCW/nWo Revenge, now would it?

R. BEST N64 GAME

1. Banjo-Kazooie
2. Body Harvest
3. The Legend of Zelda: Ocarina of Time
4. Madden NFL '99
5. Space Station Silicon Valley
6. Star Wars: Rogue Squadron
7. 1080° Snowboarding
8. Turok 2: Seeds of Evil
9. WCW/nWo Revenge





Cast your vote in our
1998 Nintendo Power
Awards by filling out this
ballot. And in return for your
votes, we'll enter you into this
month's Player's Poll Contest!

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Check out the game list on page 129, then write down the numbers for your five favorite games in order of preference, with your top choice first.

I. Nintendo 64 1.____ 2.____ 3.____ 4.____ 5.____

II. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____

III. Which five products or games are your "Most Wanted?"

1.____ 2.____ 3.____ 4.____ 5.____

Choose your five favorite games and/or other picks from the "1998 Releases" list on page 129, then list their numbers in order of preference to vote for The Best Release of 1998.

A. 1.____ 2.____ 3.____ 4.____ 5.____

Letters B-R correspond to the Power Award categories on pages 92-99. For each category circle the number that matches the nominee you're voting for. Please circle only one number per category.

B. 1. 2. 3. 4. 5. 6. 7. 8. 9.

C. 1. 2. 3. 4. 5. 6. 7. 8. 9.

D. 1. 2. 3. 4. 5. 6. 7. 8. 9.

E.	1	2	3	4	5	6	7	8	9
F.	1	2	3	4	5	6	7	8	9
G.	1	2	3	4	5	6	7	8	9
H.	1	2	3	4	5	6	7	8	9
I.	1	2	3	4	5	6	7	8	9
J.	1	2	3	4	5	6	7	8	9
K.	1	2	3	4	5	6	7	8	9
L.	1	2	3	4	5	6	7	8	9
M.	1	2	3	4	5	6	7	8	
N.	1	2	3	4	5	6	7	8	
O.	1	2	3	4					
P.	1	2	3	4	5	6	7		
Q.	1	2	3	4	5	6	7	8	
R.	1	2	3	4	5	6	7	8	9

Please return this ballot to: _____

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Saint Patrick's Day may be here, but you'll need more than the luck of the Irish to conquer video games. Instead of looking over a four-leaf clover, look through Nintendo Power's Back Issues and Player's Guides. Like a pot o' gold at the end of the rainbow, every issue and every guide comes jam-packed with a wealth of codes, secrets, strategies and maps. March to victory this month by filling out this card to order NP's help. It'll be your lucky day.

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Paks, one Game Boy Color, one Game Boy Camera, one Game Boy Printer, five Game Boy Game Paks and one Pokémon Pikachu. Estimated total value of all prizes is \$4000. Some restrictions apply. **TAXES ARE WINNERS' SOLE RESPONSIBILITY.** Prizes won by minors will be awarded to a parent/legal guardian on their behalf. Winners (and if winner is a minor, their parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if winner is a minor, your parents or legal guardians) release NDA and its affiliates, directors, officers, and employees (collectively, "Released Parties") from any liability for any claims, costs, expenses, losses or other damages incurred in connection with the sweepstakes or any prize (including those related to

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ENTER THE DRAGON



MAD DOG NFL '99



MIDNIGHT BLACK



MIKE PIAZZA'S STRIKE ZONE



VOLUME 118

LOGICAL™

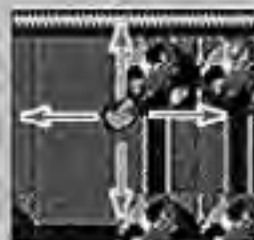


Simple concepts sometimes make for complex fun, and Logical is a good example. It's a hectic, fast-paced puzzler from Sunsoft that will keep your mind working and your fingers moving as you attempt to sift colored marbles through complex fields of rotating gears. You'll have to organize, memorize and prioritize. And since Logical is made for Game Boy Color, it's a perfect traveling companion.

Learning the Basics

At first glance, Logical's puzzles may not look complicated, but once the marbles start to fall, the challenge begins. Your goal is to blow up all the gears on each level before time runs out. A gear will explode after you've filled it with four

marbles of the same color. Once you've cleared all the gears, you can advance to the next level. The trick is to move the marbles through the rotating mechanisms of the puzzle boards. It takes patience as well as logic.



The game is played in a 6x5 grid, and the pointer jumps from the left corner of each square vertically or horizontally, but not diagonally.



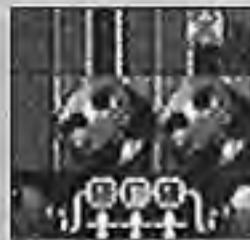
The pointer always starts in the top-left corner of the screen. When it's on a gear, press the A Button to rotate the gear counter-clockwise.



To shoot a marble out of a gear pocket, rotate the gear as needed, press the B Button, then hold the Control Pad in the desired direction.



On some levels, you'll have the aid of an indicator device, which is filled with slugs. It displays the color of the next marble to maximize.



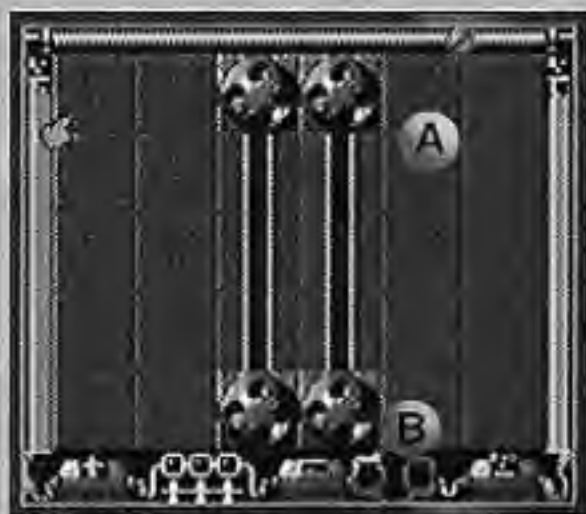
Traffic lights complicate some levels by restricting the order in which you can use colors to explode gears. Follow the lights from left to right.

Logical Logistics

Logical offers 10 mind-boggling levels, which means you'll have plenty to reason or pack up this gem more than once. We could fill a large notebook covering every leaf, but since we don't have that much space, we've decided just to highlight certain puzzles that introduce new challenges. The marbles along the very top of the screen indicate how many

chances—or lives—you have remaining. Some levels are time pressured, so check the pros on the right, which is filled with yellow slime. When this slime runs out, your time is up. The faster you solve the puzzles, the more points you'll score. Once you've beat a level, be sure to write down the password so you can restart the game where you left off.

Level One



The first level gives you the lay of the land. The tube on the left side of the screen contains green slime, which slowly depletes as each marble is released into the master pipe. You must put all new marbles into play before the green slime runs out, or you'll lose one of your three chances.

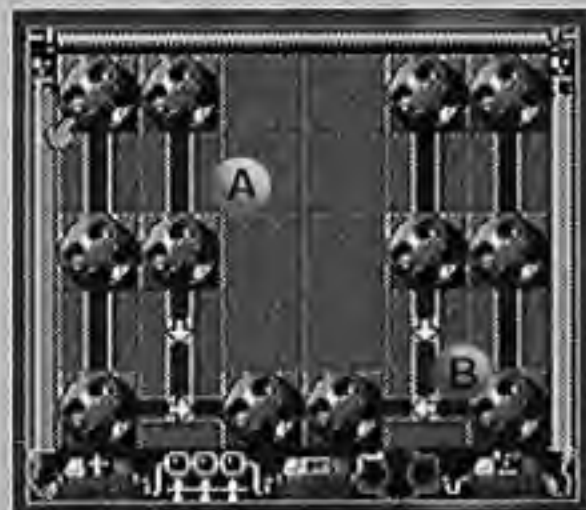


A Concentrate on filling the top gears first before worrying about the bottom two. Remember that you can shoot marbles up and down or side to side.

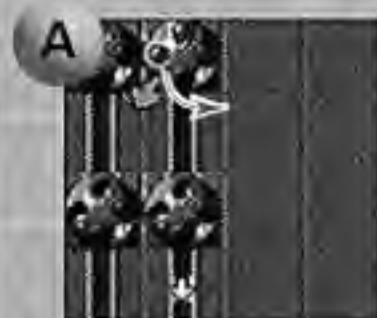


B After you drop a marble into a pocket, train yourself to rotate the gear in exactly in preparation for the next marble. This is easy to forget.

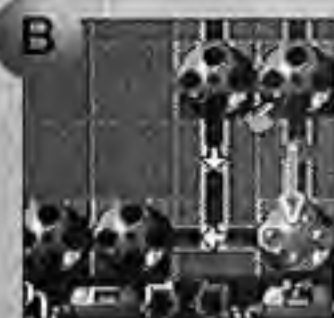
Level Three



Just when you get the hang of it, Logical cranks up the difficulty a notch. The third level contains 12 gears and a new obstacle: directional arrows. The arrows create one-way roads, forcing marbles to travel in the indicated direction. It would happen to trap the wrong color down a one-way arrow, you'll be forced to end the game.

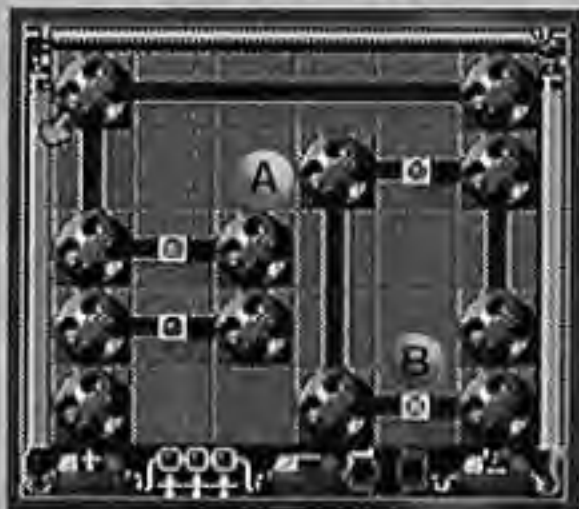


A Concentrate on filling the top gears first, then work your way down. Once you've blown up the middle gears, you can worry about the arrows.



B The arrows will prevent you from releasing marbles from the two middle gears. You should, therefore, send only two colors into those gears.

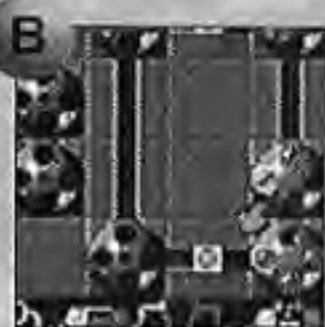
Level Six



Level Six will stress your attention. The red's stopper will prevent marbles that don't match to the color of the stopper from passing through the pipe. When a red's stopper blocks a gear, you can fill the pipe only with marbles of that color.

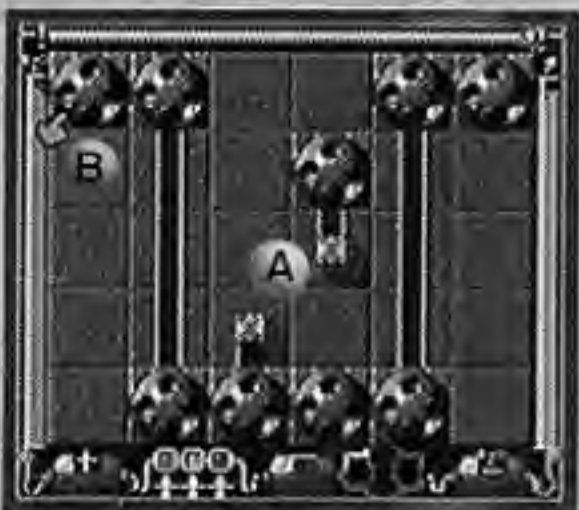


A Guide the two opposing edges toward the matching stoppers, and fill the middle gears first.



B Once you've avoided the middle gears, you can work your way around the outside of the field.

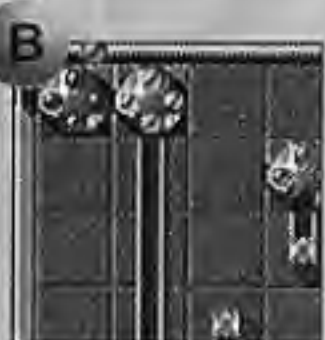
Level Seven



This level introduces teleporters, lights, and elevators. When the lights are on, you must follow the order of the lights when filling gears. In other words, to advance your fast gear, you must use the tiles that are in the order of the first light.

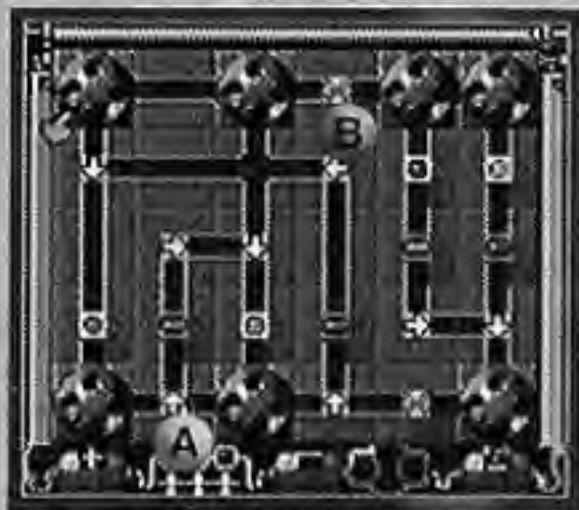


A Teleporters will instantly transport marbles to a different area of the playing field.

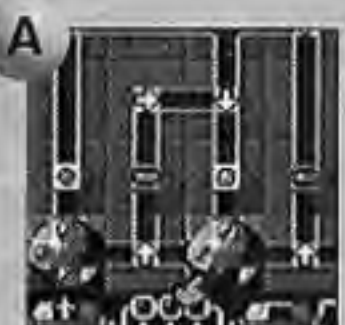


B Don't let marbles sit at the top of the screen for very long, or you may run out of green items.

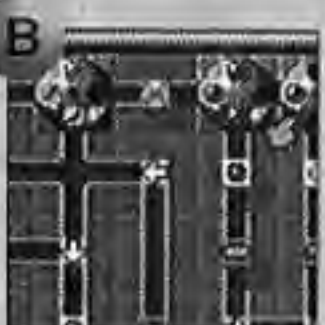
Level Twelve



Not only do you have to deal with teleporters and color stoppers on this level, you'll also be faced with color changers. You can probably guess what the icons hang over— they alter the scale of the passing marble to the color indicated by the changer.

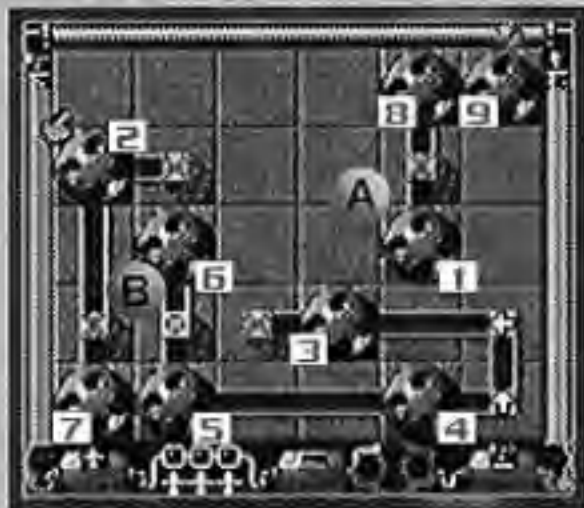


A The bottom gears are surrounded by directional arrows, so concern those in filling those first.



B Once you've cleared the bottom, the top gear's should be easy, but watch for that teleporter.

Level Thirteen



Unlucky number 13 contains a confusing array of teleporters and directional arrows. We've designed a recommended plan of attack. First, try to load the correct teleporters to fill gears one and two, and don't worry about the top gears until the end.

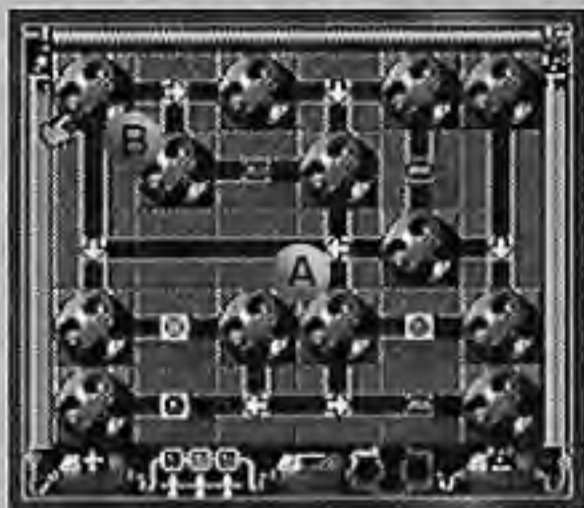


Your first objective is to fill the two gears that can be reached only by using the teleporters.



Beware of the yellow color stopper that blocks gear number six—it may alter your strategy.

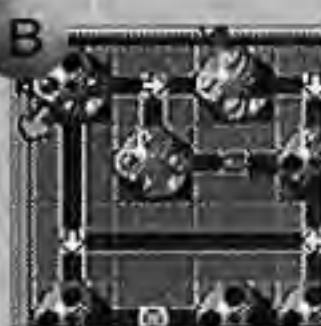
Level Fourteen



This level has a little bit of everything, including several color changes, directional arrows, color stoppers, and flame lights. Blue is the first color you must use to blow up a gear, so send the red and yellow marbles toward the matching stoppers.



Enter the red and yellow marbles toward the two center gears that are blocked by color stoppers.



Gears will not explode unless they're the same color as the current traffic light. Watch closely.



We're not going to spoil the fun giving you all the passwords, but we will give you one. TRUEMAN will whisk you to the second level. You'll have to advance through the rest of the game on your own!



Pass or Fail

You never have to solve the same puzzle twice—once you conquer a puzzle, you'll receive a password that leads to the next level. On the title screen, enter the password from the last level you completed (and jump right to your first new challenge). Use the Control Pad to cycle through the letters, and press X to choose a letter or B to delete a letter. Press Select to create an empty space and Start to exit the password screen and go to the level you chose.

COUNSELORS'

▶ CORNER

▶ STAR WARS: ROGUE SQUADRON



WHERE ARE THE SEEKER PROTON TORPEDOES?

The Empire has a tendency to hide its technology in hard-to-reach places. You can find the coveted seeker proton torpedoes in the volcanic Sullust base. While flying the mission, you will approach a TIE landing pad located directly behind one of the transmitters. As you fly over the landing pad, to the right you will see a bunker set into the wall of the crater. Use your blasters to blow the bunker open and collect the weapon.



Fly low as you approach the bunker. As soon as you've nabbed the torpedoes, quickly pull up and out of danger.



Beware of the heavy Imperial defenses in the area. A missile turret and two turbolasers protect the bunker and transmitter.

? WHAT'S THE EASIEST WAY TO WIN IN A DUELFIGHT? ?

One of the biggest battles in *Rogue Squadron* is finally being able to engage TIE fighters. Without solid aerial skills, however, you'll soon be crashing nose-first into the ground. The most important thing to remember is to always lead your targets. If a TIE is zooming across your field of vision and you shoot slightly in front of it, the TIE will fly into your shots. Each Rebel craft has a different firing capability. For example, the A-wing's blasters actually track the enemy while the X-wing fires in the direction the ship is pointing, so try to get the feel for each ship before rushing into combat. When the enemy engages you directly, try to avoid

cutting into instead of relying on your blasters. As the TIEs pass, fall in behind them. More often than not, you will be able to pull off a few shots before the TIE realizes you're hot on its tail. If the

enemy is slower than you, keep your finger on the brakes so you don't fly past and into its firing range. When trying to trail a faster ship such as the TIE/D, hold down the thrust button.



The slow-moving TIE Bombers on *Moo Esley* are the easiest targets. As they make their second pass over the city, trail them for easy hits.



When a TIE/D blazes ahead of you, watch for its second approach. Cut across its path by turning then pull in behind it.

▶ TUROK 2: SEEDS OF EVIL



HOW DO I DEFEAT THE CAVERN EYEBALL?

The blinking menace has plenty of defenses to keep you at bay. First, destroy all the larvae. Then destroy the four tentacles that appear. Clear out the next round of larvae to open the eye. Four appendages will appear around the eye, and after you blast those, you'll face more larvae. Destroy the final four tentacles one by one before shooting out the Eyeball itself.



The shotgun and the Plasma Rifle are the most effective weapons against the tentacles.



You must search out all of the larvae in the room before moving on the Eyeball's next defense.

?

WHERE IS THE NUKE PIECE IN LEVEL 3?

?

It's easy enough to get lost in the Death Marshes, and it's even easier to miss the elusive Nuke Piece. From the second Save Point, walk forward and around the small ledge to a bridge-like path leading to the left. Follow this path until you reach a structure to the right of a teleporter. Enter the structure and activate the Pyramid Switch around the corner. Exit the building. Turn around and backtrack across the bridge-like path until you see a watchtower on the left. Climb to the top of the tower, jump off it to the right, and land on the roof of

one of the stone structures below. Carefully cross the single log to the other side and drop down. The Warp

Portal that hides the Nuke Piece will then be open for business, but before you prove you're one tough customer,



Use the map when you backtrack from the Pyramid Switch to avoid getting lost.



Have plenty of ammo before entering the Warp Portal, because many enemies await within.

?

WHERE IS THE BLUE EAGLE FEATHER?

?

The Death Marshes also hide the Sacred Feather, which grants you the Breath of Life. From the third Save Point, walk into the nearby teleporter. Turn right and pass through the large gateway. Follow this path until it ends at a structure. Defeat the two enemies on each side of the building to open the gate. Step through the gateway and into the teleporter. Turn right and walk along the small path by the hanging banner until you reach a hole in the wall. Go through the hole, walk left and go around the cage. Keep following the path. Eventually, you will reach a ladder poking out of a pool of toxic green

water. Caution: One step into this water is enough to doom Turok. Jump to the ladder and climb it to the top. Walk through the gap in the wall and follow

this path through a gateway. Go around the cage and climb the ladder next to the teleporter. Turn left and follow the top of the wall until you get the Eagle Feather.



There is a teleporter just to the left of the third Save Point. Save Points are the purple-hued pyramids.



Once you have the Breath of Life, return to the second level to get the Grenade Launcher hovering over the toxic water.

HOW DO I EARN THE MEDAL ON MACBETH?

Medaling, next to surviving, is the toughest challenge in Star Fox 64. You must complete Fox's tank raid on MacBeth with 150 hits and keep all his comrades in action if you want to medal. Destroying the rocks on the train running parallel to your tank will earn you bonus hits. If you defeat the boss by shooting the eight switches, you will rack up an extra 51 hits. Keep blasting, and the medal will be yours!



Rolling boulders will try to flatten your tank. Take out as many as possible for easy hits.



If you can reach the checkpoint with around 100 hits, the medal will be within reach.

?

HOW DO I DEFEAT THE STAR WOLF TEAM?

?

Get ready for the dogfight of Fox McCloud's life when you see the Star Wolf team approach. Those four mercenaries were sent by Andross to knock you out of the skies, and they have the moves to do it. Watch their approach on radar, and start blasting in their direction as soon as you see them on the horizon. You can get in several easy hits while they fly in formation. As soon as you see them peel apart, target each mercenary individually. You will take considerable damage if you try to fight them head-on, so use the barrel roll to

avoid laser fire, then slam on the brakes to get behind them and squeeze off a few shots. Don't waste

time charging your lasers, because the mercenaries never hold still long enough to train your shot on them.



Smart bombs are ineffective against the Star Wolf team. They will fly away from the blast.



If your shields run low, destroy the radar towers and pick up Supply Rings to restore them.

?

HOW CAN I CONNECT TO AQUAS FROM SECTOR Y?

?

Flying the unfriendly cosmos is fun, but if you want to take a jaunt through liquid space in Fox's sub, you will need to score enough hits in Sector Y to activate the flight path to the

watery world of Aquas. You need to score 100 hits to reach Aquas, but with Andross's armada out in full force, that goal isn't far out of reach. At the checkpoint, you can choose to go up or down. Take the high

road to encounter more enemies. Try to blow up the cannons on the battleships for added hits. They will elude your lock-on, but a hail of laser fire will knock them out of commission.



The shielded robot soldiers cannot withstand a blast from your charged-up laser.



You can destroy the boy doors on the sides of the giant cruisers.



Have at least 61 hits before entering the final showdown. The last robots are worth 19 hits.

▶ QUEST FOR CAMELOT

HOW DO I DEFEAT THE WOOD GOLEM?

First, you must trap the Wood Golem before you can defeat it. From where you meet it, lead the Golem back across the bridge and follow the path until you reach a clearing with a single bush in the center. An open space will appear to the right with a square pattern on the ground next to it. Lead the Golem into the opening marked with the square pattern and quickly turn and hack the single bush to

trap the Golem. You cannot do any damage to it yet, so don't waste time and health by trying. The Golem will call upon the power of the forest and escape, and you won't be able to stop this. Next, cut down all the single bushes except the one that triggered the trap. Once you have clear-cut the entire area, turn your sword on the Golem. Without the power of the forest, it will be susceptible to damage from your blade.



If you cannot damage the Golem, you might have missed a bush. There are 25 bushes.

?

HOW DO I GET INTO THE ROUND TABLE ROOM?

?

As you begin Chapter 3, equip the Lead Bracelet. Follow the path down and stop at the dead-end staircase. Go down and right into a

room with four small stones. Step on the stones in the correct order to open the staircase. Climb the stairs and defeat the rats to open a path. Go up

the path and defeat the enemies along the way to open a new area. Equip the Dragon Scale and use it to jump across the gaps and reach the Round Table.



A chime will signal if you've stepped on the four stones in the correct order. From left to right, step on them in this order: 3, 2, 4, 1.



The rats don't do much damage, but you'll need to conserve your strength for the final battle ahead.



As you jump across the gaps, keep defeating enemies to open up new sections of the path until you reach the Round Table.



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1-800-451-9401

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STAR SOLDIER: II E.

- Q:** How can I turn the Royal Fire capability?
A: Complete the game on Master difficulty.
Q: What missions are Lazaro and Defairen?
A: In Mission 4, you will encounter a wave of enemy ships followed by several red ships that land through the seas, but use a special attack to wipe out the red ships. So what is the special attack and how can it be activated without?

MISCHIEF MIXERS

- Q:** How can I use the best ending?
A: You can see the best ending by collecting all 52 Gold Gems hidden in the game.
Q: How can I jump higher off a Clamball?
A: Use the grab button instead of the jump button.

THE LION KING (SUPERNES)

- Q:** How can I pull off the Mac and Bigasave?
A: Only adult Simba can perform this move. You must press the X button at just the right time.
Q: In Stage 9, Simba's Return, why can't I enter the cave?
A: You must defeat all of the enemies on the screen before you can enter the cave.

Sunsoft's *Power Quest* has a unique, dual personality, featuring tournament-fighting action and role-playing drama. Unlike that of many portable tourney fighters, though, the play control for this game won't send you into therapy!



POWER QUEST™

POWERFUL FUN

Entirely playable with a Game Boy Advance, *Power Quest* reveals itself with major skillful in the use of the Game Boy Advance's controls. In the game, you have an entire system to learn, which is a good thing! It's not that the game is too hard to play, but it's a simple, fun, and addictive game that will keep you coming back for more. The game is a simple, fun, and addictive game that will keep you coming back for more. The game is a simple, fun, and addictive game that will keep you coming back for more.

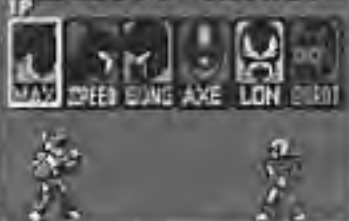


In the Story Mode, you learn to become a hero and win fame, fortune and glory in the National Championship. You can ask for a password at any time to keep track of your progress.

MECH MODES

There are three modes of play: one player, two player, and tournament. In the one player mode, you can play as a single character. In the two player mode, you can play as two characters. In the tournament mode, you can play as a single character against other players.

SELECT POWER MODEL



While the level of challenge in the one player game seems more suited to younger or less experienced players, players of all ages and skill levels can enjoy the two player tournaments, too. In addition, the responsive play control



ROCK 'EM SOCK 'EM ROBOTS

In tournament play, your robot can use all of its special moves. In the Story Mode, your robot begins with just two basic moves. Between each game, to buy combat upgrades by winning duels, or in your level-up screen, Charlie can invent new robots and also switch robots for free at the local Mode Shop, and any upgrades you have will be installed in your new robot. (Note: If you fight a new opponent, you can't invent robots, so after you make a switch, check your Battle Console. And, no one's gonna be able to do it in person.)



DUEL PERSONALITIES

All the robots share the basic moves shown below. The arrow pointing to the right tells you to press the Control Pad forward; your foot. The arrow pointing left tells you to press it away.

BASIC MOVES

Strong Attack:	A Button
Light Attack:	B Button
Throw:	Control Pad ← or → + A Button
Missile Throw:	Control Pad in any direction except ↑ + A Button
Midlevel Attack:	Control Pad ↑ + A Button
Guard and Counterattack:	Control Pad ←← - A or B Button (only when you have stored points)

MAX

Wave punch (WavePnch) is Max's specialty. In Story Mode, it's useful against the ordinary Super Moves, which are resisted with an exclamation point, but the 7 Wave-punch performs from a Zenki.



Wave Punch (WavePnch):	←← A or B
Uppercut:	←← A or B
Piston Punch (PistPnch):	←← A or B
!! Super Uppercut (SuperUpp):	←←←← A or B
!! Super Piston Punch (SuperPstP):	←←←← A or B

GONG

Gong is Max's last robot, and it's not A, with all the robots it can't play a Story Mode game, after an buy 15 points, it's first three special moves at the local Mode Shop.



Gong Throw (G Throw):	←← A or B
Gong Smash (G Smash):	←← A or B
Shoulder Attack (ShldrAtt):	←← A or B
!! Super Gong Attack (SuprGAtt):	←←←← A or B
!! Super Gong Throw (SuprGThr):	←←←← A or B

AXE

With its built-in axe, power Axe is a great all-around choice, especially for beginners. While it has its own special moves, its best (Sixty Kick) press down and A is out of its list.



Death Ball:	←← A or B
Drill Head (DrillHd):	←← A or B
Blitzkreig Roll (BlitzRoll):	←← A or B
!! Super Axe Ball (SuprAxBll):	←←←← A or B
!! Super Axe Head (SuprAxBd):	←←←← A or B

SPEED

As its name implies, speed is quick and agile, but it lacks physical strength at first. While not a good choice for beginners, Speed becomes quite powerful with a few upgrades.



Electric Star (ElectrStar):	←← A or B
Bird Kick:	←← A or B during jump
Uppercut Kick (UpprKick):	←← A or B
!! Super Electric Star (SuprEStar):	←←←← A or B
!! Super Kick (SuprKick):	←←←← A or B

ION

Though not as fast as Speed, Ion is quick and can be programmed with devastating kung fu moves. Most upgrades come in five power levels, with Level 3 providing the most power.

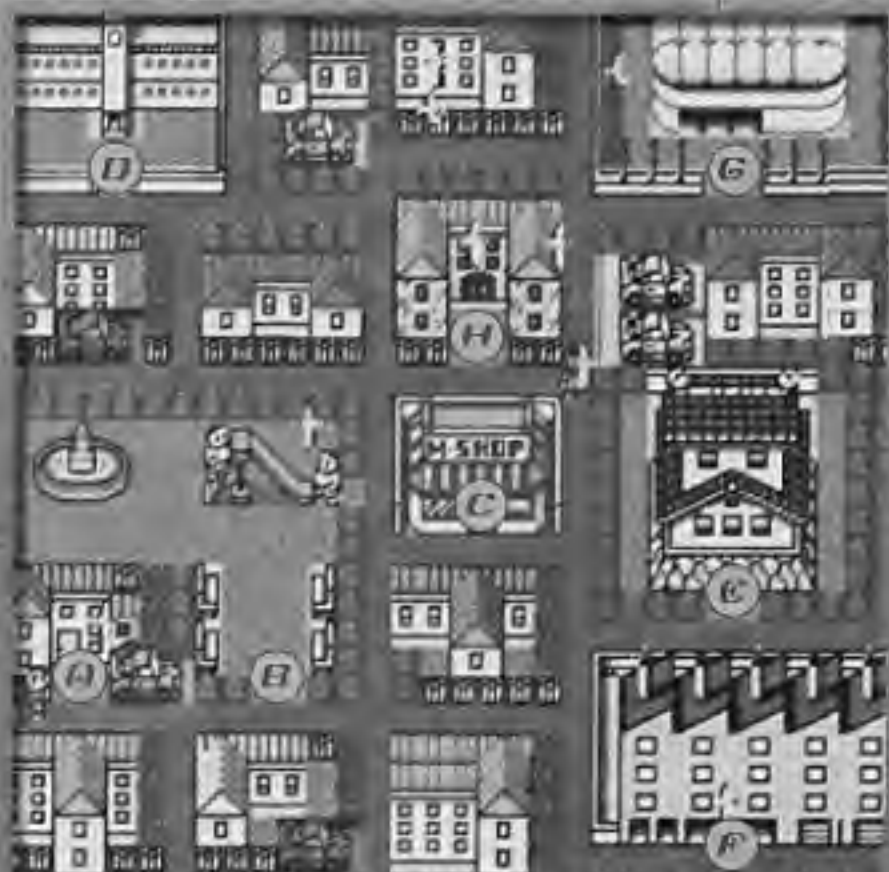


Aura Wave:	←← A or B
Nunchakos:	←← A or B
Lightning Kick (LightnK):	←← A or B
!! Super Ion Punch (SuprIPun):	←←←← A or B
!! Super Ion Kick (SuprIKick):	←←←← A or B

TALK OF THE TOWN

them, and you'll see the Story Mode game including high-fights, mini-games and major boss fights. Encountered for the first time in the Story Mode, you can find the following:

1000 points to spend, to direct your robots. The first way you can reach was the Mad Scientist's laboratory (500) and the model shop (500) of the Story Mode. You can find the following:



POINTS OF INTEREST

- (A) Home
- (B) Playground
- (C) Model Shop
- (D) School
- (E) Cafe
- (F) Robot factory
- (G) Stadium
- (H) Mad Scientist Lab

EASY DOES IT

With the help of the robot, you can find the robot and the robot. The robot is in the robot and the robot is in the robot. The robot is in the robot and the robot is in the robot.



Oh man...
Just don't break
my model, OK?

With the help of the robot, you can find the robot and the robot. The robot is in the robot and the robot is in the robot.

THE HYENA GANG

With the help of the robot, you can find the robot and the robot. The robot is in the robot and the robot is in the robot.



Professor!
Is everything
ready?

Yes, sir!

With the help of the robot, you can find the robot and the robot. The robot is in the robot and the robot is in the robot.



You can choose
one of those five

MAX-MODEL
GONG-MODEL
SPEED-MODEL
AXE-MODEL
LON-MODEL

All-rounder with
high attack power.



We have to paint
your model with a
special liquid

With the help of the robot, you can find the robot and the robot. The robot is in the robot and the robot is in the robot.

As a robot, you can find the robot and the robot. The robot is in the robot and the robot is in the robot.



SPRING TOURNAMENT

Once you've won enough duels, the Spring Tournament will begin. You'll face three opponents, one after the other. Once the fighting starts, you win if you hit 100% of your cubes, and your robot will gain 10% of one quarter of its strength between hours.



The Spring Tournament is about to begin!

When the flag starts flying outside the Stadium, you know that the Spring Tournament is about to begin. Don't worry. The main battle won't start without you!



You face the Evil Scientist first and the Generals and Borot, then have Borot fight. They win the first match four-to-five if they win at the Playground.

All 700 opponents will be awarded by Super Robot. If you win, you'll take top honors and a whopping 10,000 credits in cash money.

BOROT

Once you've won the Spring Tournament, you can watch the main battle. You'll see the main battle, and you'll see the main battle. You'll see the main battle, and you'll see the main battle. You'll see the main battle, and you'll see the main battle.



Here's waiting on the roof of the school!

Hey, Louis, are you looking for you?

We can't point after the Castle Event, the school won't be there. They'll direct you to the spot where Louis will give you the hints.



MAX BOROT

Max's robot is designed as a robot, nicknamed 'Borot', very well. When he fights, instead of legs and feet, it will have its own attack, called 'Borot's punch'.

If you defeat Borot, Louis will give you the Super Part 1st on his 'Super Part' on screen. With this special gear, any robot can perform its two Super Moves.

CASTLE EVENT

If you receive the Spring Tournament, you'll continue to do well around town. The robot enthusiasts at the Castle will hold a special Castle Event in your honor. Be ready to fight King, Dark, the robot, King's Speed robot, and your upgraded robot.



You're the 10,000th customer to enter the shop!

After the Spring Tournament, you can visit the Model Shop. The shop owners will give you the Power Pack, a warning before the Castle Event.



The Power Pack will cost you 40,000 credits, increase your robot's power all strength. You can find it and have it with your robot's upgrade before the Castle Event.



The town & General's luck, upgrade your robot's luck, upgrade your robot's luck. You'll see the main battle, and you'll see the main battle. You'll see the main battle, and you'll see the main battle.

NATIONAL CHAMPIONSHIP

If you keep winning duels, you'll see the main battle. You'll see the main battle, and you'll see the main battle. You'll see the main battle, and you'll see the main battle.



That's right, and you're waiting to see it!

And the title "King of the Power"

It will be a real home week in the fall. You'll see the Generals' Speed robot and the main battle.



MAX BOROT

The Speed Robot is a good choice for this contest. Try to use the Level 3 attacks if you can afford only two. Go for the Electric Kick and the Upper Kick.



MAX BOROT

After the official battle is over, a mystery opponent will appear, using a special attack called 'Justice'. Who is that man, and what do you really want to do?

ARENA

Are you game?

THE CHALLENGES

LESS HEART, MORE ADVENTURE

What's the minimum number of hearts you can have on your life meter to finish the game? If your heart(s) can take it, collect as few Heart Containers as you can while snagging all six of the sages' medallions, then send us a photo to prove your mettle.

#1



A-Decide • B-Cancel
THE LEGEND OF ZELDA: OCARINA OF TIME

SLOT CAR DERBY

You gotta fight for your right to party. To keep that right, bash your competitors by finishing Mario Party's Slot Car Derby in record time. The fastest racers will get to join the fun in Arena and win Power Stamps.

#2



MARIO PARTY

IT'S NOT EASY BEING GREEN

The arcade classic has leapt to Game Boy, so keep them froggies rolling and get them home safely.

Send us a photo of your hopping-mad high score, and if you're among the top qualifiers, you'll find a home at the pad of the proud—Arena.

#3



GAME BOY - Lo
FROGGER

NP SCOREBOARD

BANJO-KAZOOIE

Best Times for Mumbo's Mountain (Vol. 110)

Mike Wenzinger, Soline, MI	6:24
Mike Brodie, Kitchener, ON	6:37
Mathieu Bergeron, Lanoraie, QC	6:40
E. Anderson, Mechanicsburg, PA	6:43
Travis Rippstein, Phoenix, AZ	6:56
Ryan Egan, Winthrop, ME	7:00
Justin Vail, Boiling Springs, PA	7:20
Andrew Peterson, Fenton, MI	7:26
Mike Yi, Cincinnati, OH	7:26
Aaron Largomann, Brampton, ON	7:38
Andre Segers, Issaquah, WA	7:41
Darius Zrnivak, St. Charles, IL	7:42
Kan Zhu, Tempe, AZ	7:52
Alex Judge, LaSalle, IL	7:57
Mike Brodie, Kitchener, ON	7:59
James Farncomb, Unionville, ON	8:00
Carl Lipscomb, Denver, CO	8:01

GAME BOY CAMERA

Highest Space Fever II Scores (Vol. 111)

A. Wojnowski, Worthington, OH	34,446,369
Andy Wright, Largo, FL	6,446
Dominic Cloutier, Durval, QC	6,826
Jonathan Rauscher, Raymore, MO	6,252

SAN FRANCISCO RUSH

Where Am I? Winners (Vol. 108)

Ryan Bird, Sandy, UT	
Chris Frame, Martinsburg, WV	
Brendan Hopper, Burnt Hills, NY	
Cedric Laroche, Beauport, QC	
Chris McCollum, Hemet, CA	
Kyle Mejeur, Kalamazoo, MI	
Max Stainback, New York, NY	
Christopher Starkey, Fall Brook, CA	
Michael Yau, Pittsfield, MA	

WHERE AM I?

Rush 2 spans the U.S. and shows off a few postcards' worth of real-world landmarks. Do you know the significance of this Seattle locale?

POKÉMON NAME, STAR WARS TERM OR INTERNATIONAL MENU ITEM?

Pokémon and Star Wars: Rogue Squadron sport some exotic-sounding names that you could easily mistake for an item on a food menu. Scan the list below to identify which of the following are words associated with Pokémon, Star Wars or international cuisine. And unless the "B" in BBT stands for "Bullhasaur", Pokémon (or Jawas for that matter) don't count as exotic foods, you savages.

		POKÉMON	STAR WARS	EXOTIC FOOD			POKÉMON	STAR WARS	EXOTIC FOOD
1	CHORAX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	13	ALOO GOBI	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	SNORLAX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	14	ZEV SENESCA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	PSYDUCK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15	FRANGIPANE DACQUOISE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	THAI DUCK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	16	BUTTERFREE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	TIE D/ FIGHTER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	17	BUTTERSCOTCH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	MON CALAMARI	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	18	POLIWRATH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	CALAMARI FRA DIAVOLO	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	19	POLITH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	DRATINI	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20	POLENTA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	BUCATINI	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	21	CLAFOUTIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10	UTINNI	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	22	JIGGLYPUFF	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11	MOITRES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	23	EARL GREY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12	DOLMADES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	24	WES JANSON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

In *Wo Wai Wo*, a *Wu Jui* team, can you beat a record set by a gun fall in under 50 seconds?
—A TWISTED CHALLENGE FROM EMERSON PEREZ OF IRVING, VA

In Kobe Bryant in NBA Courtside, can you get all five of your starters to score triple doubles?
—A TWISTED CHALLENGE FROM MICHAEL KYMN, VANCOUVER, BC

DIDDY KONG RACING

Where Am I? Winners (Vol. 100)

Michael Anderson, El Cajon, CA	
Luke Bogart, Hudson, NY	
Jeffrey Buraszak & Alex Strahala, Las Vegas, NV	
Zev Brejl, Brinkley, NY	
Dominic Cerquetti, Baltimore, MD	
Johney Gallis, Cedar City, UT	
Sean Mann, Fairfield, CA	
Chris Metcalfe, Colorado Casa, CA	
David Rhodes, Woodbridge, VA	
Jennifer Wynne, Sarnia, ON	

1080' SNOWBOARDING

Best Times for Mountain Village (Vol. 100)

Brian Washington, Kirkland, WA	1:30.98
Tim Teng, Mississauga, ON	1:31.14
Justin Myslajek, Grand Rapids, MI	1:31.31
Nathan Gray, Thomson, IL	1:32.03
Michael Cook, Seattle, WA	1:32.76
Sean O'Laughlin, Sarasota, FL	1:33.25
Andrew Sans-Souci, St. Louis, MO	1:33.68
Kan Zhu, Tempe, AZ	1:34.14

Benjamin Egan, Madison, WI	1:35.73
Joey Cronin, Waukesha, WI	1:35.79
Joe Debery, Bridgewater, MA	1:35.88
Dung Truong, Visalia, CA	1:35.89
Michael Rinkert, Morrison, CO	1:36.03
Cully Myers, St. Augustine, FL	1:36.26
Jonathan Taylor, Winnipeg, MB	1:36.50
John Dralic, Jerseyville, IL	1:40.05
Chris Brueggemann, Coonuck, NY	1:40.58
Danny Butler, La Mesa, CA	1:41.04
Brad Salter, Lexington, SC	1:41.31
John Simpson, Littleton, CO	1:44.47

Best Times for Dragon Cave (Vol. 100)

Nathan Gray, Thomson, IL	1:26.52
Kan Zhu, Tempe, AZ	1:27.32
Tim Teng, Mississauga, ON	1:27.29
Sean O'Laughlin, Sarasota, FL	1:27.51
Andrew Sans-Souci, St. Louis, MO	1:27.51
Brian Washington, Kirkland, WA	1:27.64
Chris Fudrich, Mill Valley, CA	1:27.97
Justin Myslajek, Grand Rapids, MI	1:28.07

Best Times for Golden Forest (Vol. 100)

Brian Washington, Kirkland, WA	1:39.69
Nathan Gray, Thomson, IL	1:20.19
Colby Myers, St. Augustine, FL	1:50.68
Justin Myslajek, Grand Rapids, MI	1:20.74
Kan Zhu, Tempe, AZ	1:20.85
Andrew Sans-Souci, St. Louis, MO	1:21.70
Ryan Easar, Winnipeg, MB	1:21.93
Tim Teng, Mississauga, ON	1:22.18

Best Half Pipe Scores (Vol. 100)

Jason Bryans, Cardston, AB	88,923
Syama Mathon, Hillsborough, NC	78,392
Andrew Rosencroft, Scarborough, ON	66,803
Donald Theleman, Garland, TX	61,382
V. Clements, Moon Township, PA	56,822
Thomas Krestel, Nashville, MI	13,225

Best Contest Scores (Vol. 100)

James Allen, Wilkerson, CA	153,427
W. Harrison, East Stroudsburg, PA	84,616
Danny Butler, La Mesa, CA	68,857

QUIZ

NOW HEAR THIS!

They may be called video games, but audio plays a big role in N64 games, too. Try your hand (and test your ears) at answering the following sound-related trivia questions.

- A) Which N64 game features the vocal talents of the man responsible for Homer Simpson's voice? _____
Who is the actor? _____
- B) Which N64 game features the vocal talents of the songwriter behind the theme of the 1971 film *Shaft*? _____
Who is the actor? _____
- C) Which N64 game features the vocal talents of Juliet from Franco Zeffirelli's 1968 film version of *Romeo and Juliet*? _____
Who is the actress? _____
- D) Which N64 game features music that samples newscasts of Neil Armstrong's walk on the moon? _____
- E) Which N64 game features the music of Blur? _____
- F) Which N64 game features the music of Fatboy Slim? _____
- G) Which N64 game features the music of Fluke and Propellerheads? _____

ANSWERS TO VOL. 47

WHERE AM I?
Page 88

SCAPHA OF TIME TEST:

1. Dora 4
2. Light it with Dyston
3. Katarina White's cat's woman
4. The King's Guard
5. Hercules Bowling Alley
6. Duck
7. Lark's
8. Planet Zebra's Lark's
9. IP
10. Piel

ALSO KNOWN AS:

1. Duck Hunter
2. Doodly Arts
3. Golem
4. Mashed Males
5. NBA Hangover
6. Pygma
7. Bulldog Bopper
8. Los Vegas Clay Hunt

In *Turok: Dinosaur Hunter*, how many times can you shoot your enemy in the air using your grenade launcher?

— A TWISTED CHALLENGE FROM TIM HUGHES OF OLNEY, MD

In *Mission: Impossible*, can you lure a guard into the Embassy Function's bathroom and punch him out?

— A TWISTED CHALLENGE FROM ANTHONY COLANIELLO OF WALL, NJ

1080' SNOWBOARDING

Best Time for *Deadly Fall* (Vol. 100)

Casey Starkness, Akron, OH	1:07.53
Nick Reis, Colfax, CA	1:07.65
Jason Bevans, Carlston, AB	1:07.91
Charles Hesse, Sanford, FL	1:07.91
Nathan Gray, Thomson, IL	1:08.01
Steve Balch, Fowler, CA	1:08.27
Dan Gleason, New Richmond, WI	1:08.27
Andrew Samsonec, St. Louis, MO	1:08.34
Michael Crook, Seattle, WA	1:08.37
Walter Kirby, New Meadows, ID	1:08.44
Dan Neven, Caledonia, ON	1:08.44
Brian Washington, Kirkland, WA	1:08.50
Colin Beatty, St. Louis Park, MN	1:08.57
Cedric Laroche, Beaupre, QC	1:08.67
Tom Feng, Mississauga, ON	1:08.67
Matthew Williams, Evansville, IN	1:08.67
Joni Bird, Ayr, ON	1:08.73
Russell Fox, Freeport, TX	1:08.74
Chapin Bennett, Westboro, MA	1:08.77

Michael DiIratto, Woodbridge, ON	1:08.80
Hu The by, Homestead, NY	1:08.80
Wes-lansey, Ruther Glen, VA	1:08.83
Ben Williams, Sparks, NY	1:08.83
Andrew Ingallinera, Bend, OR	1:08.87
Jason Presley, Las Vegas, NV	1:08.87
Wade Salley, Garden City, KS	1:08.90
Ryan Hardie, Cranbrook, BC	1:08.93
Colby Macri, St. Augustine, FL	1:08.93
Michael Kabik, Toronto, ON	1:08.97
William Wheatley	1:08.97
Trent Kross, Plymouth, MN	1:09.03

Best Times for *Crystal Peak* (Vol. 100)

Nathan Gray, Thomson, IL	1:27.84
Kan Zhu, Tempe, AZ	1:27.94
Andrew Bismarck, Minden City, MI	1:28.00
Clay Dunsatt, Londonsberry, VT	1:29.11
Benjamin Egan, Madison, WI	1:29.11
Cody Hellstern, Edmond, OK	1:29.16

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendopower.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than April 10, 1999.

E-mail us with challenges and suggestions at: arena@nintendopower.com

OR send entries to:
Power Player's Arena, P.O. BOX 87033
Redmond, WA 98073-9733

ACTIVISION

What kind
of LUNATIC
makes
AUTO COMBAT
a way
of life?

and THIS is what they do

and THIS is what they do



and THIS is what they do



Drive twelve fully-loaded vehicles linked to psycho personalities, special weapons and combo attacks.



Try two-player Versus, Co-op or Quest mode combat in fully destructible Southwest arenas!



Challenge your foes in multiplayer (two-, three- or four-player) Brawl, Team and Smear modes!

when they get together.

Wanted: Dead or Alive



AND THE N64.™ - EGM



BONUS Super Dreamland 64 Arena, single-player Survival mode, and full-size Expansion Pak support.



Fully Loaded.
Fully Loco.



Name	HOUSTON 3
Vehicle	'75 PALAMINO
Weapon	SUPER FANTASTIC DEATH RAY 3-AX
Bio	The best-made woman money can buy, this half-human femme fatale is built to kill, with bionic implants, knee-high platform boots and a mind programmed for evil.



Name	MOLO
Vehicle	'66 SCHOOL BUS
Weapon	BAD DAY IN L.A.
Bio	Up-and-coming bus jacker from the Big Apple, Molo was kicked out of school for poor citizenship. Now he's lookin' to get his "A" in automotive mutilation.



Name	SHEILA
Vehicle	'74 STRIDER
Weapon	TANTRUM GUN
Bio	Sweet sixteen with a bad attitude, Sheila wouldn't take "no" for an answer when it came to joining her Uncle Cowboy's crew. She's a streetwise tomboy with a learner's permit to kill.



Name	JOHN TORQUE
Vehicle	'67 JEFFERSON SOVEREIGN
Weapon	BASS GUAKE
Bio	A one-time Vegas hustler, this high-roller was recruited to serve as Cowboy's right-hand man. His monster steve is only the beginning of his automotive weaponry.



Name	BEEZWAX
Vehicle	'70 STAG PICK-UP
Weapon	GAMMA SWARM
Bio	A human hive of hate, this beekeeper's out for revenge on the government that mutated his prize insects. And boy does he pack a sting.



Name	CHASSEY BLUE
Vehicle	'67 RATTLER
Weapon	GRIDLOCK
Bio	If locks could kill, Chassey would top the Most Wanted list. A former beauty queen, this stiletto-sharp secret agent is a lethal weapon on wheels.

THIS kind.



Name	CONVOY
Vehicle	'72 MOTH TRUCK
Weapon	STEEL BELTER
Bio	Righteous leader of the Vigilantes, Convoy quit trucking after one too many ambushes by the oil-thieving Coyotes. Now he's taking the law into his own hands.



Name	DAVE
Vehicle	'70 VAN
Weapon	FIRST & LAST CONTACT
Bio	This extraterrestrial-loving hippie genius joined the Vigilantes in hopes of sneaking into the government's top secret Site 4—rumored HQ for captive alien beings.

ACTIVISION

Multiplayer



"For the first time ever, Nintendo 64 players will be able to enjoy a good, solid vehicular combat game on their beloved system."

TIPS & TRICKS

"Enhanced graphics, new features, four-player all-out brawls, and all the thrills from the PlayStation version will make Vigilante 8 an exciting car-combat experience for the N64 crowd."

GAMEPRO

"Vigilante 8 roars onto the N64 with groovy graphical improvements and multiplayer options aplenty... Vigilante 8 looks ready to claim the 64-bit car-combat crown."

GAMEPRO

"Vigilante 8 already looks like a winner."

NINTENDO POWER

"Vigilante 8 64 could rock the system—and raise the bar for it..."

VIDEOGAMES.COM

"Vigilante 8 should be at the top of everyone's 'to-buy list'."

IGN64.COM MAGAZINE



VIGILANTE 8



www.activision.com



LEVEL UP

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Your
Power Guide
To The Latest
Releases
March 1999



VIGILANTE 8

- Activision/64 megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- Passwords
- 12 cars and drivers



What if the Wild West were won with 4x4 trucks and smart bombs?

GRAPHICS Vigilante 8 for the N64 sets players down in solid 3-D arenas for some hair-raising battles. The vehicles, landscapes and special effects are all very detailed at close proximity. Identifying targets at a distance can be difficult.

PLAY CONTROL The developers at Luxoflux created a realistic physics model for the vehicles so they move over the terrain as you would expect. Cars slide down hills and fly over bumps. Steering is slightly soft, but acceleration and braking are responsive, which is critical for evading enemies.

GAME DESIGN The Quest Mode makes a good one-player game,



although many players will get through it quickly. The multiplayer modes add extra depth and value. The combination of combat cars with simple mission objectives and lots of power-ups turns out to be a powerful mix.

SATISFACTION It's hard to imagine anyone not having fun in the multiplayer mode. The single-player game mode is fun, too, but it's not very challenging after you've learned a few tricks.

SOUND The sound effects of engine noises and explosions are excellent. The music is supposed to be '70s but seems more like a generic afterthought.

COMMENTS Scott—Cars but no racing, a nice switch. Sonja—The multiplayer game is great. Levi—Sometimes the controls feel "floaty." Andy—Use the Expansion Pak!



SCORES

AH-7.9

E-6.9

H-7.4

J-8.8

L-8.8

7.9

OVERALL RATING

GRAPHICS=8.1 PLAY CONTROL=7.4 GAME DESIGN=8.0 SATISFACTION=7.9 SOUND=8.1



RAMPAGE 2: UNIVERSAL TOUR



- Midway/128 megabits
- 1 to 3 players simultaneous
- Controller and Rumble Pak compatible
- 5 courses



New monsters are making more mayhem!

GRAPHICS Although Rampage 2, like its predecessor, is a 2-D, side-scrolling game, the graphics have a hi-res, rendered look. The animations of the main monsters are expressive, outrageous and funny in a slightly twisted way. The people are small but big enough to portray their fight. The vehicles and buildings all look great.

PLAY CONTROL Control is simple, very intuitive and some might say repetitious because of the limited number of moves available for each monster.

GAME DESIGN

Rampage 2 varies from last year's game by introducing four



new monster characters and more story involvement. In fact, the new monsters are on a mission to save the old monsters, which have been captured. The game play for one or multiple players is almost identical to the first game.

SATISFACTION People either love Rampage or they hate it. Rampage 2 will foster the same feelings. As a simple, funny and somewhat mindless multiplayer game, Rampage 2 rules.

SOUND The monster sounds can be both fun and gross. The rest of the parade of people and vehicles scream and wail as their cities are destroyed.

COMMENTS *Scott—It's definitely more fun as a multiplayer game. The one-player mode is tiresome. Sonja—You can't beat squishing people and destroying buildings.*

GRAPHICS=7.7 PLAY CONTROL=7.8 GAME DESIGN=6.8 SATISFACTION=7.5 SOUND=7.2

SCORES

R-7.7

H-7.4

SP-7.6

S-7.8

7.4

OVERALL RATING



CALIFORNIA SPEED



- Midway/128 megabits
- 1 or 2 players simultaneous
- Controller and Rumble Pak compatible
- 14 tracks
- 20 cars



Arcade speed hits the N64.

GRAPHICS California Speed features a mix of locations based on real sites in the Golden State and fantasy settings like a giant computer in Silicon Valley. Some of the road-side textures blend with the road in the distance, making it difficult to see oncoming turns. The vehicles look good but aren't up to the standard of games such as Top Gear Overdrive.

PLAY CONTROL

The Atari Games group recreated the arcade feel of the controls for the N64 version. If you like easy riding with hardly any crashing, this game is for you.



GAME DESIGN

Tracks vary between point-to-point and lap courses, and several play modes mix things up. Players can change vehicles even in the middle of a series. The tracks are varied, and so are the cars.

SATISFACTION The graphics may not be as stunning as in some games, but the sense of speed is realistic and the learning curve is well-paced. For players who want an arcade experience, Speed may fit the bill.

SOUND Controls for music and sound effects put the player in command. The quality of sound is just fine, but the music is stock.

COMMENTS *Scott—I fell asleep at the wheel and still finished third. Ed—This is just a touch-up version of "Cruisin' USA." Levi—Nice variety of cars and decent speed.*

GRAPHICS=7.0 PLAY CONTROL=6.7 GAME DESIGN=6.5 SATISFACTION=6.2 SOUND=6.7

SCORES

E-5.2

H-5.9

J-7.2

L-6.5

S-7.5

6.6

OVERALL RATING



CHAMELEON TWIST 2

- Sunsoft/64 megabits
- 1 player
- Controller Pak compatible



Here's more tongue-twisting action, part two, from Sunsoft.

GRAPHICS The first Chameleon Twist looked like an experiment on the N64, but Japan Supply System did its homework and greatly improved the graphics for this sequel. The colorful worlds and characters are very appealing, particularly for younger players who love cartoon-like worlds.



PLAY CONTROL The range of tricks that you can perform with your chameleon's tongue is amazing. Most of the puzzle elements of this 3-D platformer involve some creative use of tongue power. Still, because of the fixed camera angles, some moves remain tricky.

GAME DESIGN After choosing their lizards, players embark on an action romp that takes them through six large, 3-D worlds. Evading the puzzles using special moves is the best part of the game. Enemies and bosses are easy to defeat and act more as characters than as threats.

SATISFACTION The fixed camera is definitely the weakest aspect of this game. If it weren't for this handicap, Chameleon Twist 2 would be a real gem. As it is, the game is part simplicity and part frustration—an awkward combination.

SOUND Happy music and quirky sound effects.

COMMENTS Jason—Rivals Yoshi's Story for tongue-based action in a world of candy-crusted caves. Eric—The camera angle can't be manipulated, causing some frustration. (Sorry for throwing my Rumble Pak at you, Ed.)



GRAPHICS=7.2 PLAY CONTROL=6.2 GAME DESIGN=6.8 SATISFACTION=6.5 SOUND=6.3

- SCORES
- R-6.2
 - E-6.8
 - J-7.6
 - L-5.6
 - S-6.9



NHL BLADES OF STEEL '99

- Konami/96 megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- NHL and NHLPA licenses



Konami updates the coolest game on earth.

GRAPHICS Overall, Blades '99 looks fair, but in some areas it truly shines. Konami included dramatic camera angle shifts, zooms and automatic instant replays to create a realistic broadcast feel. The animation is very fluid, although the 3-D models seem lacking compared to those in NHL '99 and Breakaway '99.



PLAY CONTROL Basic control for passing, shooting and shifting players is easy to master, and some more professional options include through passes, blocks and line switches at the push of a button.

GAME DESIGN Blades includes all the modes and

options that a hockey fan could ask for, including difficulty and speed settings. The AI seems weak on defense, but that can be improved by using a higher difficulty setting.

SATISFACTION Definitely a contender. NHL Blades of Steel '99 excels at providing a televised look and feel and in giving players lots of control. The line editing functions are some of the best in video hockey.

SOUND The play announcer calls it like it is, even though his phrase book stretches a bit thin.

COMMENTS Scott—Scoring seems too easy, but the game is fun and realistic. Sonja—Blades is on the slow side, and the graphics aren't great.

Henry—Once you get used to the awkward control, it has a realistic feel. Andy—The announcers are lively and accurate.



GRAPHICS=6.4 PLAY CONTROL=6.6 GAME DESIGN=6.0 SATISFACTION=5.8 SOUND=7.2

- SCORES
- R-6.7
 - E-5.8
 - H-6.4
 - S-6.8
 - T-6.3

GAME BOY COLOR
The Arcade Hit Classic



BATTLESHIP

- Majesco/8 megabits
- 1 or 2 players simultaneous
- Passwords
- Game Link compatible



What will you do when Game Boy Color sinks your battleship?

GRAPHICS Although the interface for Battleship is fairly simple, the development crew for this Game Boy Color version added some nice touches, such as animations of the missile shots hitting or missing their targets.

PLAY CONTROL Play control is also a simple matter. Just position your ships, then choose grid locations for firing your missiles.



GAME DESIGN

The strategic component of Battleship remains true to the original board game, but there's an added twist. Each player has a limited number of double and triple shots and a

radar option that reveals the contents of a four-square area of the enemy's board. The AI of the one-player game is smart enough to know what to do when it gets a hit.

SATISFACTION Battleship for Game Boy Color manages to remain fresh even after decades of exposure as a popular board game. The strategies are a bit basic, but the random factor means that you're not out of it until the last missile hits its target.

SOUND Although it may become a bit much after awhile, the military sound of the music sets the right tone for the game.

COMMENTS *Andy—This is a truly portable Battleship without any pegs to lose. Levi—Endless fun...a must have. Todd—A cool game gets even better on Game Boy.*

GAME BOY
SCORES
A-7.6
J-8.0
L-8.3
SP-7.5
T-8.2
8.9
OVERALL RATING

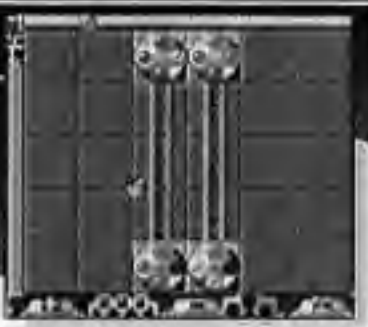
GRAPHICS=7.6 PLAY CONTROL=8.4 GAME DESIGN=8.0 SATISFACTION=8.4 SOUND=7.4

GAME BOY COLOR
Logical



LOGICAL

- Sunsoft/3 megabits
- 1 player
- Passwords
- 99 levels
- Compatible only with Game Boy Color



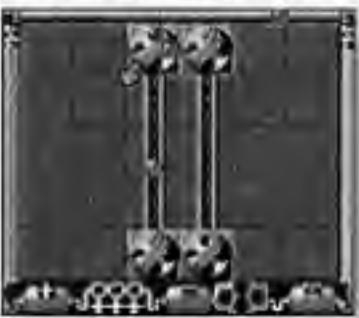
It's only Logical—for Game Boy Color.

GRAPHICS The graphics in Logical are more complex than you might think at first glance. The indicators around the edge of the play field are small, but they use color coding to give the player game information. All the colors are rich, and items are easy to distinguish.

PLAY CONTROL Controlling the cursor and marble movement is a very simple process with a short learning curve.

GAME DESIGN One of the more descriptive puzzle or strategy games you'll ever play, Logical emphasizes strategic planning rather than speed or spatial problem solving. The password system, which uses recognizable words, is a nice change from the usual jumble of letters.

SATISFACTION If Mr. Spock played Game



Boy Color this would be his game. It's for anyone who wants a strategic experience rather than a typical puzzle game.

SOUND The music is on the spicy side, but the quality is fairly good.

COMMENTS *Scott—Although the game rules aren't intuitive, once you learn the basics, Logical may take over your life. Andy—Color-based challenges are a great way to take advantage of Game Boy Color. Erich—This is a unique concept, especially the transmitters and arrows. The pace can get a little frantic, so this isn't for the passive puzzle player. Sonja—It is hard to put down.*

GAME BOY
SCORES
A-6.7
BD-7.2
B-7.0
SP-7.9
S-7.8
7.2
OVERALL RATING

GRAPHICS=7.0 PLAY CONTROL=7.4 GAME DESIGN=7.4 SATISFACTION=7.2 SOUND=6.6



NBA IN THE ZONE '99

- Konami/8 Megabits
- 1 or 2 player simultaneous
- Battery-backed memory
- NBA license



Konami is back in the zone!

GRAPHICS The characters are smaller than in NBA Jam '99, but that's to be expected when 10 players crowd the court as opposed to four. Overall, the graphics in NBA In the Zone are remarkably good. The use of color helps separate players from the court and background, so you'll rarely lose sight of the ball-handler or active defensive player.



PLAY CONTROL Zone provides fewer special options and moves than NBA hoops sims, but for Game Boy it is very respectable. Shooting, passing, rebounding, switching off and blocking shots are all part of the repertoire,

each selectable by pushing one button. Timing your moves is the biggest skill factor in the game.

GAME DESIGN Konami packed this 8-meg Pak with full seasons, exhibitions, playoffs and a two-player versus mode. The battery-backed memory makes playing seasons easy. Players can modify season and game lengths to suit them.

SATISFACTION For a sim, it's a bit simple, but it's one of the more playable basketball games to appear for Game Boy, and the graphics are a big plus.

SOUND The music is more appropriate than that in NBA Jam '99. Crowd noise is pretty good, but other sound effects are limited.

COMMENTS *Scott—I would have liked to be able to run plays and choose defenses.*
Henry—5-on-5 game play on GBC!

GRAPHICS=7.2 PLAY CONTROL=5.8 GAME DESIGN=6.0 SATISFACTION=6.0 SOUND=6.2

6.2
OVERALL RATING

SCORES

S-5.2

L-6.3

H-5.7

ED-7.1

SP-6.8



NBA JAM '99

- Acclaim/8 megabits
- 1 or 2 players simultaneous
- Passwords
- Game Link compatible
- NBA and NBAPA licenses



It's NBA Jam the way it was meant to be played.

GRAPHICS The courts, score boards, and player animations are clean and colorful. On regular Game Boy or Game Boy pocket, the graphics seem washed-out to the point of being unplayable. The team colors are limited and confusing.



PLAY CONTROL The basics of ball game are included along with the traditional Jam turbo control. Response is slow, and the controls are simple. It can be very awkward using the turbo on the Start Button.

GAME DESIGN Two-on-two hoops is what NBA Jam is all about. The Game Boy Color title returns to the roots of

the game. You choose your two favorite players, then strut your stuff with hot shots, juiced moves and incredible dunks when your player starts laming up the court. There's even a practice mode for learning your moves.

SATISFACTION For players looking for an NBA Jam experience, the Game Boy Color version is a taste of the original. If you're planning to play the game on another Game Boy system, think twice.

SOUND The music may be the weakest link in the game. It doesn't sound like Jam music.

COMMENTS *Scott—I like the return to the original Jam concept, but the play control should be better.* *Sonja—The AI is terrible.*
Henry—Very limited and dated game play, and the graphics are a little lame.

GRAPHICS=5.9 PLAY CONTROL=6.6 GAME DESIGN=6.3 SATISFACTION=6.3 SOUND=6.0

6.2
OVERALL RATING

SCORES

ED-7.5

H-6.9

L-5.3

SP-7.1

S-3.9



720°

- Midway/8 Megabits
- 1 player



SCORES

A-6.1

J-7.8

L-7.1

SP-4.6

T-6.3

The original skateboarding game gets the color treatment.

GRAPHICS Obstacles on the course are fairly clear, and the color palettes of Game Boy Color make it easier to distinguish start ramps from lizzards. The figure of the skateboarder is small. One drawback is that it's difficult to see the direction he faces when stopped.

PLAY CONTROL The intricate maneuvers of skateboarding aren't easy to duplicate with two buttons and a cross pad. This game cries out for the analog controller of the N64, but on Game Boy it can be frustrating. The frustration is even greater with poor hit detection near obstacles, which can cause



unwarranted spills.

GAME DESIGN The skateboard parks are large and filled with an assortment of places to score points. You'll have to watch out for suddenly appearing, evil boarders who try to thrash you.

SATISFACTION Fans of the 1980s' arcade classic may find it refreshing to revisit this game from yesteryear, but most players will find the control unergonomic and the game play repetitious.

SOUND The sound track doesn't have the edgy sound that a boarding game should have.

COMMENTS *Scott—Advanced players will be frustrated with the simple game play. I recommend having a real skateboard instead.*
Andy—An accurate recreation of the arcade classic, but I miss the arcade controls.

GRAPHICS=6.0 PLAY CONTROL=6.0 GAME DESIGN=6.6 SATISFACTION=6.2 SOUND=6.4

6.2
OVERALL RATING

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY (AH)—Action, Adventures, Puzzles

ARMEND—fighting, RPGs, Adventures

DIAN—Action, Adventures, Sports

ED—Sports, Puzzles, Action

HENRY—fighting, Action, Sports

JASON—Adventures, Action, Puzzles

LEVI—Action, Adventure, RPG

SCOTT (SP)—Sports, Simulations, Adventures

SONJA—Puzzles, RPGs, Fighting

TEDD—Sports, Action, Adventures

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN: 25%

GRAPHICS: 20%

SATISFACTION: 25%

PLAY CONTROL: 20%

SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



Games that were released prior to the commencement of the ratings system are designated NR.



All Ages



Early Childhood



Teen (13+)



Mature (17+)



Adult (18+)

"4 out of 5 Aliens Recommend Men in Black: The Series for Game Boy Color!"



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PAK WATCH

Will the earth move?

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Nintendo News.

THIS MONTH

GAUNTLET: LEGENDS



A four-player fantasy.

POKEMON SNAP



An N64 safari with an elusive prize.

SHADOWGATE: TRIALS OF THE FOAM TOWNERS



Now graphics are on the way.

WORLD DRIVER CHAMPIONSHIP



The first test drive.

ACTIVISION BUGGED! DISNEY'S FLIK IS COMING TO THE N64

Activision recently unveiled a major project for the N64 that's been in the works for months. In association with Disney Interactive, Activision is bringing last year's animated hit, *A Bug's Life*, to the N64 with an anticipated release this May. The design team worked closely with Pixar during the development to ensure that the game accurately depicts the characters and feeling of the movie. All but three of the voice-talent actors from the film also participated in the making of the game, lending it further authenticity. At Pak Watch, we had a chance

to preview the title in its early stages, about 50% complete, and we found that the game was designed for both younger and older game players using a dual-track stage-completion concept. For younger or inexperienced gamers, the goal in each stage is just to reach the end. They must solve various puzzles and face many enemies, but the game play is linear and a help system gives them advice if they stray from the straight and narrow. For gamers who want more of a challenge, each stage is also loaded with extra items for boosting scores. Collecting items requires acquiring skills, solving puzzles and battling enemies. As Flik, the hero of both the movie and the game, players will set out to gather seeds that grow into helpful plants and 50 pieces of grain per level that count toward the final score. Boss stages derived from events in the movie have been inserted throughout the game's 15 levels. Although many of the textures in the game were still in development during our play test, we found that the characters and their animation did justice to the computer-generated counterparts of the film. Activision also revealed that they have signed a deal with Disney to create six N64 games based on Disney properties. For Disney fans and N64 players alike, that amounts to great news.



QUAKE II ROCKS THE N64

Big guns and slavering monsters are the trademarks of Id Software's Quake series of action shooters, and Quake II for the N64 from Activision lives up to the tradition in grand style. Pak Watch has been following the progress of Q2 since last spring when we saw some early stages at E3. Even then the game was looking like more than a pint of the PC game. Now, as Quake II nears completion, it has become apparent that the development team at Raster Productions has raised the bar in the Quake universe.

I don't recognize anything!

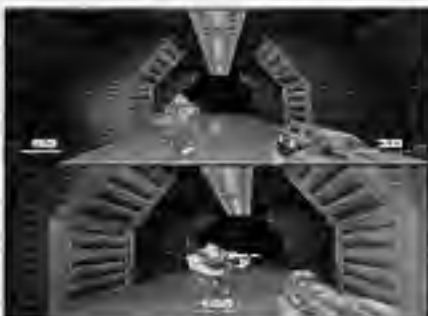
That's because Quake II has completely new maps for the N64 game. Even if you've played the PC game, you won't have any



advantage here. You may not recognize the weapons or enemies, either. Even though most of these elements were modeled after guns and enemies in the PC game, the artists at Raster have recreated every model and texture map to take advantage of the N64's power. The result is the best-looking Quake in history with an exceptionally speedy interface. You'll fly down the corridors so fast that you'll think someone shoved a rocket into your backpack.

On a special mission from earth.

In the original Quake II, the story concerned the alien invasion of a space colony. The player was one of a thousand marines sent in to do the dirty work of cleaning out the aliens. You were just a grunt with one mission: to destroy the enemy. Quake II for the N64 makes things more interesting by changing the premise of the game. Instead of being a marine, you now play the part of a special forces operative on a secret mission to steal alien transporter technology. As a result, each stage requires players to complete more mission objectives than simply surviving, finding keys and blasting everything in sight. With 19 levels in the one-player game, all which can be saved on



your Controller Pak, Quake II has far more depth than previous Quake games.

It's an alien butcher-fest!

With 3-D enemies, real-time light-sourcing and a range of particle effects for blaster shots and explosions, Q2 goes the extra mile to make this futuristic nightmare come to life. One result of that attention to detail is a rating of Mature from the Entertainment Software Ratings Board. But if you like your gore in glorious ExpansionVision, Quake II will support the Expansion Pak to create dynamic lighting and more color depth. We're here to tell you that if you have the Expansion Pak, plug it in, because Q2 looks impressive.

The more the scarier.

Ah, and we've saved the best for last. Quake II will support multiplayer matches in seven special levels for up to four players. Five different styles of multiplayer matches will be available, including Deathmatch, Flag Wars, Frog Teams, Death Tag, and a four-player cooperative mode with all of the players on the same team. Quake II is set for 96 megabits but may expand up to 128 megabits. Expect it to be released by late April or early May.

The only good alien is a fragged alien...

Pak Play

Hands-on previews of upcoming games.



DRIVERS WANTED FOR WORLD DRIVER CHAMPIONSHIP

Boss Games and Midway have a sweet surprise in store for driving fans. In our most recent visit to Boss, we finally had a chance to drive this upcoming racer for

ten tracks, including the challenging Les Gets course in the French Alps. In its highest resolution mode—320 x 480—World Driver challenges the best-looking arcade racers for sheer beauty, and it doesn't drop a frame. With its unique career-oriented game play, solid handling and spectacular graphics,

World Driver Championship may leave the rest of the racing world reeling in its rearview mirror.



the N64. The 120-megabit game, due for release only this summer, is already very drivable. The physics of steering and balancing the ultra-hot cars seem very realistic but not unenjoying. When you take into consideration the fact that you're traveling at up to 200 mph in places, handling becomes a very important factor. We test drove World Driver on three of the game's



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TENNIS EXPLODES ON THE N64

In Sega's All-Star Tennis '99 will take center court by May, but Pak Watch got a preview of the almost-complete game in early February. The all-stars in All-Star Tennis include Michael Chang, Richard

Krajicek, Mark Philippoussis, Raminé Powell, Jonas Björkman, Gustavo Kuerten and Lenn Rodionov on the men's side of the circuit, and



Lana Novotna, Conchita Martínez, Amanda Coetzer, Vanessa Child and Zoe Taylor on the women's circuit. In addition to "smash" tennis (the equivalent of an exhibition match) players



can go on the world tour, play doubles, hold a multiplayer tournament, or even engage in a little risky Bomb Tennis in which bombs appear on the court wherever the ball hits. Matches take place on courts all over the world.

MIDWAY THROWS DOWN THE GAUNTLET

PAK
WATCH

Gauntlet Legends may be a new release in the arcades, but Midway is already hard at work turning the latest member of this classic family into an N64



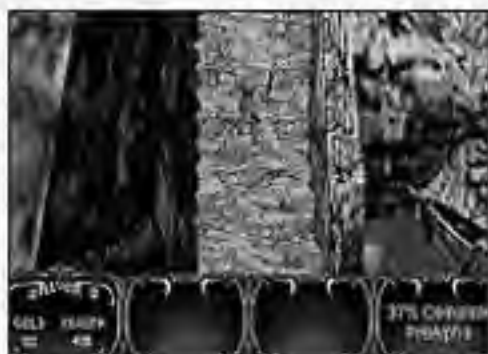
game. Gauntlet for the N64 will feature two extra worlds and more story involvement in addition to the four worlds of the arcade game. Up to four players will choose from eight heroic characters

to take on the quest. In the early version we played at Pak Watch, some of the textures and other features were missing. Even so,



the N64 game matched the frantic pace of the arcade version. The development is taking place at Atari Games with a planned

release this June. Gauntlet will be compatible with all the Paks: Rumble, Controller and Expansion. If you've never experienced the older versions of Gauntlet, you owe it to yourself to visit your local arcade to get a taste of this fantasy, multiplayer action.



OUT OF THE SHADOWS

Shadowgate: Trials of the Four Towers for the N64 has gone through a complete graphics update since we took a look at the early game several months ago. When we played the latest version of the game, we were able to explore dozens of areas in practically final form. Many of the puzzles were working, although the rooms often weren't linked. While Kemco cleans up the final game and prepares it for release this May or June, we thought you'd like to see how it looks in the bright light of day.



The epic adventure draws nigh...

Pak Peeks

What's breaking in the world of games.

Smile and say, Pikachu!

In *Pokémon Snap* for the N64, players become photographers on safari on Pokémon Island, snapping photos of the 150 elusive Pokémon. It seems that Professor Oak needs help in completing his Pokémon Report. Although this game hardly seems like a game at all, it turns out to be



a fun experience. The island Pokémon preserve is a large 3-D world where all Pokémon appear in glorious 3-D. There is no fighting here since this is a peaceful island. The idea is to catch the various Pokémon engaged in their natural pursuits such as sleeping or chasing each other about playfully. Pokémon fans will be happy to hear that this unique game will appear in North America shortly after its release in Japan. We expect the shufflers to start snapping in June or July.

Spies like Kemco

The classic *Mad Magazine* and cartoon series *Spy vs. Spy* is now a dedicated Game Boy Color game, which means that it works



only on Game Boy Color systems. One or two players (using the Game Link cable) can join in the comical covert action. In each stage, the white and black spies are set a task. They must recover four objects, such as information disks or special decoders that are hidden somewhere on the stage. *Spies* includes 12 stages, with at least nine rooms in every stage. The cold war resumes this April—no fooling.

Down on the farm

Nintendo recently sent us a Japanese version of *Harvest Moon 64*, which is now being translated for the North American market. Features of the new HM include a larger world, multiple views, tools that power-up with frequent use, part-time jobs, horse and dog racing, new farm animals and vegetables, and over 50 characters. Players will also be able to customize their houses and



woo more potential mates. If city life is getting too hectic for you, you'll be able to move back to the farm some time this summer.

Smash Nintendo

A weird hybrid of a game is making news in Japan these days. It's called *Smash Bros.*, and it's from Nintendo. It places many favorite Nintendo characters in a sort of tournament fighting setting on the N64. Link, Mario, Kirby, Samus Aran, Donkey Kong, Pikachu and Yoshi battle each other in multiple stages using familiar moves and weapons. Kirby can huff and puff. Yoshi slugs up his toes. And Mario uses fists and



fireballs. What makes *Smash Bros.* so appealing is that the action is easy—suitable for players of all ages and skill levels, and four players can have at each other at the same time. Between bouts, players guide their characters through platform action bonus stages. The fun should move to North American shores later this year.

Attitude is everything

As Lom is climbing back into the ring with *WWF Attitude*, this exclusive shot shows how the new wrestler models compare to the models in last year's game. The new



WWF title will include 55 wrestlers and new specialty matches such as Lumberjack, King of the Ring, and the Survivor Series. The Create-a-Wrestler mode will be expanded with lots of customizable options for strength, endurance, costume, and body type. You can almost hear the rumble of the crowd already.

News Blitz

Fans of *NFL Blitz* will be thrilled to hear that *Blitz 2000* is in development with an

expected release date of September. That's big news, but even bigger news from Midway is the announcement that Mortal Kombat Special Forces is also on the way for this fall for the N64. This new adventure is a true 3-D, third-person perspective adventure along the lines of Tomb Raider. John Tobias, one of the original developers of MK, is hard at work on this one. The game stars Jax and Sonya as the action heroes.

Next to Pong, no video game has as much history as Asteroids, and Activision is now putting the final touches on Asteroids for Game Boy Color. The latest Asteroids will feature shooting and dodging action in new and classic zones with pre-rendered graphics and a multiplayer Game-Link mode.

If you drop down from the stars and into the water, you'll find B.A.S.S. 64 from THQ scheduled for release by the end of the year. The game should have a fast-paced, TV-boss-tournament feel with commentary and other broadcast-style graphics. The lure-cam underwater view will be included in the N64 game, as it was in the Super NES Bass Masters Classic.

Finally, we end with a couple of Pak Peeks at upcoming Game Boy Color games. The dedicated Game Boy Color version of Ken Griffey Jr. may open a lot of eyes—not just because it has terrific color, but because it features faster action, new animation, and a four-player home run derby. The first pitch by Griffey is scheduled for May. The unusual-looking Game Boy Color cartridge shown below is the new Rumble Pak version of Pokémon Pinball. The built-in rumble feature produces a surprisingly strong rumble for the entire Game Boy Color unit. Are you ready to...?

NBA In the Zone '99



Konami

VRally



Infogrames

All-Star Baseball 2000



Acclaim

Goemon 2



Konami

Asteroids



Activision

Ken Griffey Jr.



Nintendo

RELEASE FORECAST

NINTENDO 64

A BUD'S LIFE	SUMMER '99
AIR BOARDING USA	SPRING '99
ALL-STAR BASEBALL 2000	SPRING '99
ALL-STAR TENNIS	SPRING '99
B.A.S.S. 64	FALL '99
BEEBLE ADVENTURE RACING	FUTURE
BLITZ 2000	FALL '99
CARMAGEDDON II	FUTURE
CHAMELEON TWIST 2	FUTURE
COMMAND & CONQUER 3-D	SUMMER
EARTHWORM JIM 3D	FUTURE
GAUNTLET: LEGENDS	SUMMER '99
GOEMON 2	SPRING '99
HARRIER 2000	FUTURE
HARVEST MOON 64	SPRING '99
HYBRID HEAVEN	FUTURE
HYDROTHUNDER	FALL '99
JET FORCE GEMINI	SUMMER '99
JUNGLEBOYS	FUTURE
KEN GRIFFEY JR. BASEBALL	SUMMER '99
LEGO RACERS	FUTURE
LODE RUNNER 64	SPRING '99
MARIO GOLF	SUMMER '99
MICRO MACHINES V3	SPRING '99
MK SPECIAL FORCES	FALL '99
MONSTER TRUCK RALLY	FUTURE
O.D.I.	SUMMER '99
OGRE BATTLE 3	FALL '99
PERFECT DARK	FUTURE
POKEMON SNAP	SUMMER '99
QUAKE II	SPRING '99
RAYMAN 2	SUMMER '99
ROADSTERS '98	FALL '99
RUGRATS	SUMMER '99
SHADOWGATE: TRIAL OF THE FOUR TOWERS	SUMMER '99
SHADOW MAN	SUMMER '99
SMASH BROS.	SUMMER '99
STARCRIFT	SUMMER '99
STARSHOT	SPRING '99
SUPERMAN	SUMMER '99
TONIC TROUBLE	SPRING '99
TRIPLE PLAY 2000	SPRING '99
TWELVE TALES: CONQUER 64	FUTURE
VRALLY	SPRING '99
WILD METAL COUNTRY	FUTURE
WIMBACK	SUMMER '99
WORLD DRIVER CHAMPIONSHIP	SUMMER '99
WWE: ATTITUDE	SPRING '99

GAME BOY COLOR

ARCADE HITS: 720 DEGREES	WINTER '99
ARCADE HITS: DEFENDER/JOUST	WINTER '99
ARCADE HITS: SPY HUNTER/MOON PATROL	WINTER '99
ASTEROIDS	SPRING '99
CAESARS PALACE II	WINTER '99
CENTIPED	WINTER '99
CONKER'S POCKET TALES	WINTER '99
KEN GRIFFEY JR. BASEBALL	SUMMER '99
LEGEND OF THE RIVER KING	WINTER '99
POKEMON PINBALL	SUMMER '99
POKEMON YELLOW	FUTURE
PRINCE OF PERSIA	SPRING '99
ROADSTERS '99	WINTER '99
RUGRATS MOVIE	SPRING '99
SILICON VALLEY	FUTURE
SOUTH PARK	FUTURE
SPAWN	FUTURE
SPY VS. SPY	SPRING '99
SUPER MARIO BROS.	SPRING '99
WICKED SURFING	WINTER '99
YODA STORIES	SPRING '98

* GAME BOT (GBM)
† GAME BOY COLOR ONLY



POKÉMON

TRADING CARD GAME™

- ★ Collect 'em
- ★ Trade 'em
- ★ Fight 'em
- ★ Train 'em

TRAINING THE TRAINERS

What happens if you run out of batteries while playing Pokémon on your Game Boy? You could try your hand at the Pokémon Trading Card Game from Wizards of the Coast. This collectible trading card game got its start in Japan, like all things Pokémon. The game involves many concepts from the video game, including the Pokémon themselves and their ability to evolve. Once Wizards released the game, we grabbed some starter decks to check out the action. Here's what we learned.

THE PLAY'S THE THING

Pokémon TCG shares many elements with games such as Magic, and even though it is much easier to learn than Magic, you'll find that strategy is still very important. If you begin with a 2-player Starter Set, you'll have all the cards necessary to play a game, but you won't have a lot of variety. One of the strategies that players should explore is creating of special decks. By purchasing booster packs and theme decks, players can put together custom decks of 60 cards. Even with a basic starter deck, though, you and a friend can have some heated battles.

Players begin by drawing seven cards for their starting hand. As they play cards, they will draw one card per turn, adding more cards to their hand. Just one Pokémon fights at a time, but before it can attack it must have an Energy cards to power it up. If you defeat one of your opponent's Pokémon, you get to claim one of your prize cards. Whoever collects all their prize cards first wins. You can also win if your opponent runs out of bench Pokémon cards. Those are the basics. But Pokémon TCG can get quite involved when your Pokémon start to evolve. By playing an evolved Pokémon card on the less evolved form of the Pokémon you can suddenly increase the power of your attacks and turn the tables on your opponent. Trainer cards also have the potential for changing the situation dramatically. The Pokémon Trading Card Game turns out to have as many twists and turns as the Game Boy version. Maybe that's why it has become the second most popular collectible card game in Japan after Magic.



Pokémon
Every Pokémon card has a picture, description, HP value, special attack, weakness, and retreat cost. Damage is marked by counters supplied in starter decks.



Energy
Energy cards must correspond to the type of energy listed for the Pokémon's attack or weakness type. For instance, Charmeleon uses Fire Energy.



Trainer
Trainer Cards are played during one turn then placed in the discard pile. They give you extra abilities, or the chance to do something other wise for bidden by the rules.

CARD LAYOUTS

The proper layout of cards includes the active Pokémon in the middle with a "bench" of Pokémon, a set of prize cards, and draw and discard piles. The layout shown here is recommended by the experts at Wizards of the Coast.



- KEY to Energy Symbols**
- ☀ Grass
 - 🔥 Fire
 - 💧 Water
 - ⚡ Lightning
 - 🧠 Psychic
 - 👊 Fighting
 - 🌌 Colorless



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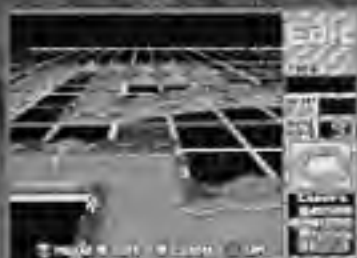
IF YOU CAN'T BEAT 'EM
BLAST 'EM

PENNY RACERS

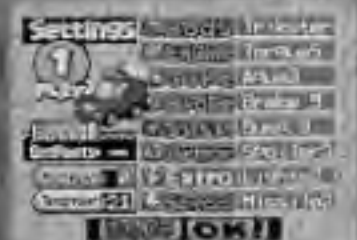
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2000**
sweat the details



RAYMAN 2

THE GREAT ESCAPE

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FROM UBI SOFT

NINTENDO
POWER

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